# Gunslinger

級數: Improver

編舞者: Gave Teather (UK) - February 2008

音樂: Gunslinger - John Fogerty : (CD: Revival)

## (40 count intro). Start on vocals

#### Jazz jump back. Hold x 2 (with optional arms) 1/4 turn Right. Back rock. Shuffle forward Jump back Right, Left (feet slightly apart) &1 2 - 3Touch Right hand to Left hip. Bring Right hand across to touch Right hip 4 1/4 turn Right (weight on Left. Right elbow comes in to waist with forearm extended) (3 o'clock) For fun: exaggerate the hand/arm moves to represent the pulling of a gun. For those who don't do arms in dances, just sway Left and Right on counts 2 - 3 5-6 Rock back on Right. Recover onto Left 7&8 Step forward on Right. Step Left beside Right. Step forward on Right Step. Pivot 1/2 turn Right. Full turn Right. Forward rock. Coaster cross 1 - 2Step forward on Left. Pivot 1/2 turn Right 3 – 4 1/2 turn Right stepping back on Left. 1/2 turn Right stepping forward on Right (Facing 9 o'clock) Option: The full turn at steps 3 – 4 can be replaced with 2 walks forward Left. Right 5 – 6 Rock forward on Left. Recover onto Right 7&8 Step back on Left. Step Right beside Left. Cross Left over Right Side rock. Cross shuffle. Full rolling turn Left. touch 1 - 2Rock Right to Right side. Recover onto Left 3&4 Cross Right over Left. Step Left to Left. Cross Right over Left 5 – 6 1/4 turn Left stepping forward on Left. 1/2 turn Left stepping back on Right 7 – 8 1/4 turn Left stepping Left to Left side. Touch Right beside Left (Facing 9 o'clock) Option: Steps 5 – 8 can be replaced with a grapevine Left. Touch

## Side. Hold & clap & side. Hold & clap. Slow coaster step. Hitch

- 1 2Step Right to Right side. Hold & clap
- & Step Left beside Right
- 3 4Step Right to Right side. Hold & clap
- 5 8 Step back on Left. Step Right beside Left. Step forward on Left. Hitch Right

### Choreographer's note: The lyrics in this song are great - my sentiments exactly! Have fun with them and pull gun as often as you like to coincide with the words. Go, shoot!!





拍數: 32

牆數:4