

John Boat Blues

COPPER KNOB
STEPPERS

拍數: 48 牆數: 2 級數: Easy Intermediate
編舞者: Tony Wilson (USA) - September 2008
音樂: John Boat Blues - Jason Allen



Teaching track:

Blues Stay Away From Me by Asleep at the Wheel 95 bpm CD: Wouldn't It Be Nice.

Intro: 16 count intro. Start on the vocals

L SAILOR, R SAILOR, ROCK, KICK BALL CHANGE

1&2 Step L behind R, step R to right side, step L to left side
3&4 Step R behind L, step L to left side, step R to right side
5-6 Rock back on L, recover weight on R
7&8 Kick L forward, step L next to R, step on R

WALK L R, SHUFFLE LRL, 1/2 PIVOT, 1/4 PIVOT

9-10 Step L forward, step R forward
11&12 Step L forward, step R next to L, step L forward
13-14 Step R forward, turn 1/2 left weight on L
15-16 Step R forward, turn 1/4 left weight on L

R SAILOR, L SAILOR, ROCK, KICK BALL CHANGE

17&18 Step R behind L, step L to left side, step R to right side
19&20 Step L behind R, step R to right side, step L to left side
21-22 Rock back on R, recover weight on L
23-24 Kick R forward, step R next to L, step on L

WALK R L, SHUFFLE RLR, 1/2 PIVOT, 1/4 PIVOT

25-26 Step R forward, step L forward
27&28 Step R forward, step L next to R, step R forward
29-30 Step L forward, turn 1/2 right weight on R
31-32 Step L forward, turn 1/4 right weight on R..... facing 12 O'clock

SIDE SHUFFLE, CROSS RECOVER, SIDE SHUFFLE, CROSS 1/4 TURN

33&34 Step L to left side, step R next to L, step L to left side
35-36 Step R across L, recover weight on L in place
37&38 Step R to right side, step L next to R, step R to right side
39-40 Step L across R, turn 1/4 left stepping back on R

SIDE SHUFFLE, CROSS RECOVER, SIDE SHUFFLE, CROSS 1/4 TURN

41&42 Step L to left side, step R next to L, step L to left side
43-44 Step R across L, recover weight on L in place
45&46 Step R to right side, step L next to R, step R to right side
47-48 Step L across R, turn 1/4 left stepping back on Rfacing 6 O'clock

Start again at count 1

Choreographers notes:

Transition from count 48 to count 1 sweeping L from front to behind
To add FULL turns, turn LEFT as you walk forward LR, and RIGHT for RL

