

# Love Grows

拍數: 32      牆數: 4      級數: Beginner / Improver  
編舞者: Mike Hitchen (UK) - September 2012  
音樂: Love Grows (Where My Rosemary Goes) - Edison Lighthouse : (iTunes)



## Start Dance on vocals - 2 Tags 1 Restart ( Easy )

### Step Together, Step Touch, Step Together, Step Touch.

- 1-2            Step right diagonal right, Step left next to right.
- 3-4            Step right diagonal right, Touch left next to right.
- 5-6            Step left diagonal left, Step right next to left.
- 7-8            Step left diagonal left, Touch right next to left.

### Back Touch, Back Touch, Back Touch, Back Touch.

- 1-2            Step right diagonal back right, Touch left next to right (Clap)
- 3-4            Step left diagonal back left, Touch right next to left (Clap)
- 5-6            Step right diagonal back right, Touch left next to right (Clap)
- 7-8            Step left diagonal back left, Touch right next to left (Clap)

### Turning Vine With A Touch, Chase ¼ Turn Left, Shuffle ½ Turn Left.

- 1-2            Step right ¼ turn right, Turn ½ turn right stepping back on left.
- 3-4            Turn ¼ turn right stepping right to side, Touch left next to right.

### \*Restart during wall 5 ( Replace touch with a step )

- 5&6            Step left to side, Step right together, Step left ¼ turn left.
- 7&8            Step right ¼ turn left, Step left together, Step right ¼ turn left.

### Left Sailor, Right Sailor, Touch Unwind, Kick Ball Change

- 1&2            Sweep left behind right, Step right to side, Step left to side.
- 3&4            Step right behind left, Step left to side, Step right to side
- 5-6            Touch left foot back, Unwind left ½ a turn.
- 7&8            Kick right forward, Step on ball of right foot, Step on left.

### TAGS: Two Easy Tags at The End Of Walls 2 And 6 ( 4 Counts)

- 1-2            Step right to side, Touch left next to right
- 3-4            Step left to side, Touch right next to left

\*Restart during wall 5 Dance the first 20 counts replacing the touch (20) with a step with weight