# She Don't Get High



牆數: 2 拍數: 32 級數: Intermediate NC 編舞者: Raymond Sarlemijn (NL) & Roy Verdonk (NL) - March 2014

音樂: She Don't Get High - Alan Jackson



Intro: start dance after 16 counts Clock notations are the wall you are facing, not stepping Restart wall 3, after 8 counts

## Basic R, 1/2 turn R, 1/2 diamond

1	Rf step right
2&	Lf step together behind Rf, Rf cross in front of Lf
3	Lf step to left whilst making 1/2 turn right (6 o'clock)
4&	Rf step right, Lf cross in front of RF
5	Rf step right
6&	make 1/8 turn left Lf step back, Rf step back (4.30 o'clock)
7	Make 1/8 turn left Lf step left (3 o'clock)
8&	Make 1/8 turn left step Rf forward, step Lf forward (1.30 o'clock)

(\*Restart dance here in wall 3, squaring up to front wall again)

Step with sweep, cross over, sways, weave with sweep, cross behind/side		
Rf step forward, sweeping Lf from back to front		
Lf cross in front of Rf, Rf step back		
Make 1/8 turn left stepping Lf left (12 o'clock)		
sway hips R, L		
Sway hips R taking weight on Rf		
Lf cross in front Rf, Rf step right		
Lf cross behind Rf sweeping Rf from front to back		
Rf cross behind Lf, Lf step side		

### Spiral full turn, chain full turn, step forward, syncopated rock step forward R, lockstep back L with full turn left with sween cross sailor sten R

with sweep, GO	ss sailor step in
1	make 1/8 turn left stepping forward Rf whilst making full spiral turn left on Rf (10.30 o'clock)
2&	Lf step forward, Rf step together making full turn left
3	Lf step forward (10.30 o'clock)
4&	Rf rock forward, recover onto Lf
5	Rf step back
6&	Lf step back, Rf lock in front of Lf
7&	Make 1/2 turn left stepping Lf forward (4.30 o'clock), continue rotating 1/2 turn left sweeping Rf from back to front (10.30 o'clock)
8&	Rf cross in front of Lf , make 1/8 turn right Lf step back

## 1/4 diamond forward, pivot full turn R, cross rock/recover, 1/4 turn L, step forward L, 3/4 turn L

1	Rf step right (12 o'clock)
2&	Make 1/8 turn right Lf step forward, Rf step forward (1.30 o'clock)
3&	make 1/8 turn right stepping Lf left (3 o'clock), make 1/4 turn right on ball of Lf (6 o'clock)
4&	make 1/4 turn right stepping forward Rf, make 1/2 turn right stepping Lf back
5	Make 1/4 turn right stepping Rf to right (6 o'clock)
6&	Lf cross rock in front of Rf , recover onto Rf
7	make 1/4 turn left stepping forward on Lf ( 3 o'clock)
8&	Rf step forward, make 3/4 turn left finishing with weight on Lf (6o'clock)

