

# Ez to Remember

Count: 32

Wand: 4

Ebene: Absolute Beginner

Choreograf/in: Rosie Multari (USA) - August 2024

Musik: September - Earth, Wind & Fire : (iTunes & amazon.com)

oder: Tiburon - Proyecto Uno

oder: Cartagena - Esteman

oder: El Merengue - Marshmello & Manuel Turizo



Other song suggestions, starting on vocals:

Tiburon by Proyecto Uno; Cartagena by Esteman; El Merengue by Marshmello & Manuel Turizo; Margaritaville by Jimmy Buffet

Intro: September: 40 counts, start on vocals\* (Do You) Remember? Other songs: start on vocals

No Tags No Restarts

## [1-8] MERENGUE TO THE RIGHT, END WITH TOUCH

1-4 Step R to right side, step L next to R, step R to right side, step L next to R,  
5-8 Step R to right side, step L next to R, step R to right side, touch L next to R

## [9-16] LEFT ROCKING CHAIR 2X

1-4 Rock L forward, recover on R in place, rock L back, recover on R in place,  
5-8 Rock L forward, recover on R in place, rock L back, recover on R in place

## [17-24] MERENGUE TO THE LEFT, END WITH TOUCH

1-4 Step L to left side, step R next to L, step L to left side, step R next to L,  
5-8 Step L to left side, step R next to L, step L to left side, touch R next to L

## [25-32] RIGHT ROCKING CHAIR 2X with ¼ TURN LEFT

1-4 Rock R forward, recover on L in place, rock R back, recover on L in place,  
5-8 REPEAT counts 1-4 while turning ¼ to the left \*\* 9:00

Smile & begin again!

Choreographer's Note: Dance can be done very simply or you can suggest some styling on the Merengue steps like moving your shoulders on the first 8, dipping R shoulder when stepping on R, returning to center when stepping on L. On third 8, dip L shoulder when stepping on L, returning to center when stepping on R. On the Rocking chairs you can push your hip to the side of the lead foot: R foot, R hip and L foot, L hip. \*\* Option: leave out the ¼ turn left to create a One Wall dance, if that better suits your dancers.

Experiment with other songs, use as floor splits or warm up. Just have fun!

Last Update: 20 May 2025