Should Be Dancing



Count: 64 Wand: 4 Ebene: Intermediate

Choreograf/in: Bronya Bishorek (MY) - 2009

Musik: You Should Be Dancing - Bee Gees



Moves: ACW

S1: WALK FORWARD HITCH, WALK BACKWARD, ½ TURN L & POINT

1-3 Walk forward - RF, LF, RF

4 Hitch L knee and point R hand to the sky

5-7 Walk backward - LF, RF, 1/4 turn L & step LF to L [9:00]

8 ½ pivot turn L and point RF to R [6:00]

S2: WALK FORWARD HITCH, WALK BACKWARD, ½ TURN L & POINT

1-3 Walk forward - RF, LF, RF

4 Hitch L knee and point R hand to the sky

5-7 Walk backward - LF, RF, 1/4 turn L & step LF to L [3:00]

8 ½ pivot turn L and point RF to R [12:00]

S3: GRAPEVINE R, POINT, GRAPEVINE L, POINT

Step RF to R, cross LF behind RF, step RF to R, point LF to L & point RH up
Step LF to L, cross RF behind LF, step LF to L, point RF to R & point LH up

S4: 3 POINT TURN R, CLAP, 3 POINT TURN L, CLAP

1-3 ½ turn R step RF f/wd, ¼ turn R step LF to L, ½ turn R step RF to R

4 Point LF to L & clap your hands near your R shoulder

5-7 ¼ turn L step LF f/wd, ¼ turn L step RF to R, ½ turn L step LF to L

8 Point RF to R & clap your hands near your L shoulder

S5: TRAVOLTA SWIVEL R

1-2 With weight on balls of both feet, swivel your toes to the R while pointing your RH up, then

swivel your toes to the L while pointing your RF down and across your body. Place your LH

on your L hip during this move.

3-8 REPEAT THE MOVES ABOVE

S6: DISCO DUCK - 16 COUNTS (Yes, you flap your elbows like a duck,

Alternatively you can roll your fist in front of your body, another Travolta move!)

1-2 Step RF f/wd, tap LF next to R (flap your elbows twice)

3-4 Step LF b/wd, tap RF next to L

5-6 ½ turn R & step RF f/wd, tap LF next to R [3:00]

7-8 Step LF b/wd, tap RF next to L

S7: 9-16 REPEAT THE WHOLE SEQUENCE AND FINISH AT 9:00

S8: WALK FORWARD, STEP WIDE, WALK BACK, STEP WIDE

1-2 Walk forward RF, LF3-4 Step RF to R, step LF to L

5-6 Walk back RF, LF

7-8 Step RF to R, step LF to L

START AGAIN!

Note: Think John Travolta thoughts and you'll be fantastic!

