

Come Baby Come Merengue

COPPER KNOB
BY CONNECTIONS

Count: 32 **Wall:** 2 **Level:** Improver

Choreographer: Irene Groundwater (Can) Nov 07

Music: Come Baby Come (Merengue Version) by Gizelle D'Cole & Elvis Crespo (12



Or: Come Baby Come by Elvis Crespo & Gizelle D'Cole, Center Stage Soundtrack

SIDE, TOGETHER, SIDE, TOGETHER, SIDE, TOGETHER, SIDE, TOGETHER

1-2-3-4 Side step left, step right beside left, side step left, step right beside left

5-6-7-8 Side step left, step right beside left, side step left, step right beside left

Option: bend left knee on side steps, straighten left knee when right steps beside left, weight on right

FORWARD, REPLACE, BACK, REPLACE, FORWARD, REPLACE, BACK, REPLACE

1-2-3-4 Left forward, recover on right, left back, recover on right

5-6-7-8 Left forward, recover on right, left back, recover on right

Option: on counts 1 and 5, lunge forward on the left foot, bringing left arm forward

FORWARD, 1/8 TURN RIGHT, FORWARD, 1/8 TURN RIGHT. FORWARD, TOGETHER, FORWARD, TOUCH

1-2 Left forward, side step right as you pivot 1/8 turn right on left ball

3-4 Left forward, side step right as you pivot 1/8 turn right on left ball

5-6-7-8 Left forward, step right beside left, left forward, touch right ball beside left instep

Option: on counts 1-4, hold both arms up above head hips circling to the right

BACK, TOG, BACK, TOUCH, SIDE, TOUCH, SIDE w 1/4 TURN RIGHT, TOUCH

1-2-3-4 Right back, step left beside right, right back, touch left ball beside right instep

5-6 Large side step left, slide/touch right ball beside left instep

7 Pivot 1/4 turn right on left ball and take a large side step right (slide)

8 Touch left ball beside right instep

Begin again

Intermediate option for counts 9-16

FORWARD, 1/2 TURN RIGHT, FORWARD, 1/2 TURN RIGHT, FORWARD, 1/2 TURN RIGHT, FORWARD, 1/2 TURN RIGHT

1-2-3-4 Left forward, pivot 1/2 turn right onto right, left forward, pivot 1/2 turn right onto right

5-6-7-8 Left forward, pivot 1/2 turn right onto right, left forward, pivot 1/2 turn right onto right