

Knee Deep For Two (P)

Count: 32

Wall: 0

Level: Improver - Partner

Choreographer: Margaret Baxter & Peter Baxter - March 2012

Music: Knee Deep (feat. Jimmy Buffett) - Zac Brown Band : (CD: You Get What You Give - Deluxe Version)



Position: Sweetheart. Same pattern throughout

Adapted from the line dance knee deep by Peter Metelnick & Alison Biggs.

Partners please ignore the restart and tag related to the line dance only.

SIDE TOUCH SIDE KICK BEHIND SIDE CROSS TWICE

- 1&2& Step right to side, touch left together, step left to side, kick right low kick to right diagonal
3&4 Cross right behind left, step left to side, cross right over left
5&6& Step left to side, touch right together, step right to side, kick left low kick to left diagonal
7&8 Cross left behind right, step right to side, cross left over right

FORWARD ROCK RECOVER ½ TURN SCUFF SHUFFLE ½ TURN COASTER STEP RUN FORWARD X3

- 9&10& Rock right forward, recover to left, turn ½ right and step right forward, scuff left forward
11&12 Shuffle left right left turn ½ right

Non-turn option: mambo forward, left shuffle back

Hands: release left hands and turn under raised right hands rejoin in sweetheart

- 13&14 Step right back, step left beside left, step right forward
15&16 Step left forward, step right forward, step left forward (running steps)

DIAGONAL LOCK STEP, HEEL TOUCH FORWARD, TOE TOUCH BACK, DIAGONAL LOCK STEP FORWARD, JAZZ BOX

- 17&18 Step right to side diagonal, lock left behind right, step right forward
19-20 Touch left heel forward, touch left back
21&22 Step left to side diagonal, lock right behind left, step left forward
23&24 Cross right over left, step left back, step right to side diagonal (start of full turn right)

FULL RIGHT TURN WALK AROUND, SHUFFLE FORWARD, KICK BALL CHANGE

- 25-26 Step to left turn ¼ right, recover to right making further turn ¼ right
27-28 Repeat above to complete full turn

Hands: release left hands and turn under raised right hands rejoin in sweetheart

- 29&30 Chassé forward right, left, right
31&32 Right kick ball change

REPEAT