

Ramblin' Rose



Count: 32 **Wall:** 2 **Level:** Beginner

Choreographer: Gloria Stone, (June 2012)

Music: "Ramblin' Rose" by Charlie Pride, (109 bpm)



Start dance on lyric "rose"

STEP TOUCH FORWARD, STEP TOUCH FORWARD, VINE RIGHT WITH TOUCH

- 1-4 Step Right diagonal forward, Touch Left next to Right, Step Left diagonal forward,
 Touch Right next to Left
- 5-8 Step Right to right, Step Left behind Right, Step Right to right, Touch Left next to
 Right

STEP TOUCH BACK, STEP TOUCH BACK, VINE LEFT WITH ¼ TURN SCUFF

- 1-4 Step Left diagonal back, Touch Right next to Left, Step Right diagonal back, Touch
 Left next to Right
- 5-8 Step Left to left, Step Right behind Left, Step Left ¼ turn to left, Scuff Right forward
 9:00

STEP SCUFF, STEP SCUFF, WALK BACK 3 WITH TOUCH

- 1-4 Step Right forward, Scuff Left forward, Step Left forward, Scuff Right forward
- 5-8 Step Right back, Step Left back, Step Right back, Touch Left next to Right

Ending on 8th wall tempo slows on lyric "a ramblin' rose"

- 5-8 Step Right back and hold until lyric "a" is done, Step Left back on lyric "ram," Step
 Right back on lyric "blin'," Step Left ¼ turn facing 12:00, circling arms (left counter
 clockwise and right clockwise) on lyric "rose"

VINE LEFT WITH ¼ TURN , SCUFF, ROCKING CHAIR

- 1-4 Step Left to left, Step Right behind Left, Step Left ¼ turn to left, Scuff Right forward
 6:00
- 5-8 Rock Right forward, Recover Left, Rock Right back, Recover Left

HAVE FUN!!!

Note: I had a new dancer, Rose, in my beginner class on June 25th and in an attempt to remember her name, my regular dancers and I were naming songs that had "rose" in their title.

The last one named was "Ramblin' Rose." I have always loved this song so I checked "Kickit" and "CopperKnob" under Charlie Pride and Nat King Cole to see if a dance was published and none was.

The Nat King Cole version was only 98 bpm which is too slow. Also, it was easy to hear the count in the Charlie Pride version which makes it a better song for beginners.

I hope you enjoy it.