

Solid Gold Cadillac

Count: 48

Wall: 4

Level: Intermediate

Choreographer: Kevin S. Ward (USA) & Rena Ward (USA)

Music: Solid Gold Cadillac - Mitch Woods & His Rocket 88's



TOE STRUTS, ROCK, STEP, TOE STRUT

- 1-2 Touch right toe forward and slightly right, drop right heel
- 3-4 Touch left toe forward and slightly left, drop left heel
- 5-6 Rock back right behind left, step left in place (recover)
- 7-8 Touch right toe forward and slightly right, drop right heel

SLOW SAILORS WITH ¼ TURN LEFT

- 1-2 Step left behind right, step right to right
- 3-4 Step left to left, step right behind left
- 5-6 Step left to left, step right to right making 1/8 turn left
- 7-8 Step left back making 1/8 turn left (complete ¼ turn left), step right next to left

KICK, STEP, KICK, STEP, KICK, STEP, ROCK, STEP

- 1-2 Kick left forward, step left back
- 3-4 Kick right forward, step right back
- 5-6 Kick left forward, step left back
- 7-8 Rock back on right, step left in place (recover)

ROCK, STEP, ROCK, STEP, STEP, ½ TURN, ROCK, STEP

- 1-2 Rock forward on right, step left in place
- 3-4 Rock back on right, step left in place
- 5-6 Step forward on right, make ½ turn left stepping on left
- 7-8 Rock right to right side, step left in place

SLOW JAZZ BOX TOE STRUTS WITH ½ TURN RIGHT

- 1-2 Cross right toes over left, drop right heel
- 3-4 Step left toes back making ¼ turn right, drop left heel
- 5-6 Step right toes to right making ¼ turn right, drop right heel
- 7-8 Step left toes forward, drop left heel

CROSS, HOLD, UNWIND, HOLD, SLOW COASTER, HOLD

- 1-2 Cross right toes over left, hold
- 3-4 Unwind ½ turn left (putting weight on right), hold
- 5-6 Step left back, step right next to left
- 7-8 Step left forward, hold

REPEAT

When using the Solid Gold Cadillac song listed above, during the 3rd wall you will start over after the first 32 counts when the instrumental portion of the song starts. And for the Big finish at the end of the song after count 28 cross right over left. Unwind 1 ¼ turn left to face the front wall