Callin' Baton Rouge



Count: 48 Wall: 4 Level:

Choreographer: Roger Garman Jr. (USA)

Music: Calling Baton Rouge - Garth Brooks



ROCK, STEP, CHA-CHA-CHA, SHUFFLE ** (REPEAT)

1-2	Step right foot forward	. rock back on lef	t (weight change)

3&4 Cha-cha-cha in place (right, left, right) with a ½ turn right (to 6:00)

5&6 Left shuffle forward (left, right, left)

7-8 Step right foot forward, rock back on left (weight change)

9&10 Cha-cha-cha in place (right, left, right) with a ½ turn right (to 12:00)

11&12 Left shuffle forward (left, right, left)

KICK & KICK, CHA-CHA-CHA, KICK & KICK, CHA-CHA-CHA

13&14 Right foot kick and kick

15&16 Cha-cha-cha in place (right, left, right)

17&18 Left foot kick and kick

19&20 Cha-cha-cha in place (left, right, left)

JAZZ SQUARE WITH 1/4 TURN RIGHT, HIP BUMPS (2 RIGHT, 2 LEFT)

21-22	Step right foo	t across and ir	n front of let	ft, step ba	ck on left foot

23-24 Step right foot ¼ turn to right (to 3:00), step left beside right (completing the turn)

Two hip bumps to the right 27&28 Two hip bumps to the left

RIGHT SIDE SHUFFLE, ROCK, STEP, LEFT SIDE SHUFFLE, ROCK, STEP

29&30 Side shuffle to the right (right, left, right moving to the right side)

31-32 Step left behind right at a slight angle facing approx. 2:00, rock back on right (weight change)

33&34 Side shuffle to the left (left, right, left moving to the left side)

35-36 Step right behind left at a slight angle facing approx. 4:00, rock back on left (weight change)

STEP, KICK, STEP, KICK

37 Step right beside and slightly forward of left (a small step forward)(into 3:00)

38 Kick left straight forward

39 Step left beside and slightly forward of right (a small step forward)

40 Kick right straight forward

STEP, PIVOT, SHUFFLE, STEP, PIVOT, CHA-CHA-CHA

41-42 Step right foot forward, pivot ½ turn into left shoulder (to 9:00)

43&44 Right shuffle forward (right, left, right)

45-46 Step left foot forward, pivot ½ turn into right shoulder (to 3:00)

47&48 Cha-cha-cha in place (left, right, left)

REPEAT