# Bossa Nova



Count: 64 Wall: 4 Level: Improver

Choreographer: Ir Torre (SG)

Music: Blame It on the Bossa Nova - Eydie Gorme



#### SIDE BASIC RIGHT AND LEFT

Step right to side, hold, step left together, step right in placeStep left to side, hold, step right together, step left in place

### FORWARD AND BACK BASIC

Step right forward, hold, step left together, step right in placeStep left back, hold, step right together, step left in place

### RIGHT SCISSORS, LEFT SCISSORS

Step right to side, hold, step left together, cross right over leftStep left to side, hold, step right together, cross left over right

# 1/4-TURN RIGHT TO SIDE-STEP RIGHT, ROCK BEHIND-RECOVER, SIDE-STEP LEFT, ROCK BEHIND-RECOVER

1-4 Turn ¼ right and step right to side, hold, cross/rock left behind right, recover on right

5-8 Step left to side, hold, cross/rock right behind left, recover on left

# STEP 1/4-TURN RIGHT, STEP FORWARD PIVOT 1/2-TURN RIGHT, 1/4-TURN RIGHT STEP-SIDE LEFT, STEP TOGETHER RIGHT, LEFT

1-4 Turn ¼ right and step right forward, hold, step left forward, turn ½ right (weight to right)

5-8 Turn ½ right and step left to side, hold, step right together, step left in place

# 1/4-ROLLING RIGHT-TURN MOVING FORWARD, 1/2-ROLLING LEFT-TURN MOVING FORWARD

1-4 Step right forward, hold, turn ¼ right and step left to side, step right together

5-8 Turn ¼ left and step left forward, hold, turn ¼ left and step right to side, step left together

### STEP 1/4-TURN RIGHT, STEP FORWARD PIVOT 1/2-TURN RIGHT, FORWARD-TOGETHER-FORWARD

1-4 Turn 14 right and step right forward, hold, step left forward, turn ½ right (weight to right)

5-8 Step left forward, hold, step right together, step left forward

# STEP FORWARD, PIVOT ½-TURN LEFT, STEP TOGETHER, LEFT STOMP FORWARD HOLD, STOMP TOGETHER RIGHT, LEFT

1-4 Step right forward, hold, turn ½ left (weight to left), step right together

5-6 Stomp left forward, hold

### Spread both arms widely out to sides at waist level

7-8 Stomp right together, stomp left in place

# **REPEAT**