# Full Deck Of Cards

Level: Improver

Choreographer: Andrew Blackwood (NZ) - October 2007

Music: Full Deck Of Cards - Helen Darling

## Rock, Recover, ½ Turn Shuffle, Rock, Recover ¾ Turn Shuffle

1-2-3&4 Rock forward on R, recover L, shuffle ½ turn to right (R,L,R)

**Wall:** 2

5-6-7&8 Rock forward on L, recover R, shuffle <sup>3</sup>/<sub>4</sub> turn to left (L,R,L)

### Rock, Recover, Coaster Step (x2)

**Count:** 64

- 1-2-3&4 Rock forward on R, recover L, step R back, close L, step R forward
- 5-6-7&8 Rock forward on L, recover R, step L back, close R, step L forward

#### Point Right, Left, Forward, Forward (x2)

- 1&2& Point R to R, close R, point L to L, close L
- 3&4& Point R forward, close R, point L forward, close L
- 5&6& Point R to R, close R, point L to L, close L
- 7&8& Point R forward, close R, point L forward, close L

#### Rock, Recover, 1/2 Turn Shuffle, Rock, Recover, Coaster Step

- 1-2-3&4 Rock forward on R, recover L, shuffle <sup>1</sup>/<sub>2</sub> turn to right (R,L,R)
- 5-6-7&8 Rock forward on L, recover R, step L back, close R, step L forward

#### Right Hook Turn, Shuffle, Rock, Recover, Coaster Step

- 1-2-3&4 Touch R heel forward, while turning  $\frac{1}{2}$  right on left foot hook R in front of L, shuffle forward R, L, R
- 5-6-7&8 Rock forward on L, recover R, step L back, close R, step L forward

#### Right ¼ Monterey Turn (x2)

- 1-2 Tap right to right, turn ¼ to right and close right to left
- 3-4 Tap left to left, close left to right
- 5-6-7-8 Repeat last four steps

#### Step, 1/2 Pivot Turn, Shuffle (x2)

- 1-2-3&4 Step forward R, 1/2 pivot turn to left, shuffle forward R, L, R
- 5-6-7&8 Step forward L, 1/2 pivot turn to right, shuffle forward L, R, L

#### Rock, Recover, Sailor Turn, Rock, Recover, Coaster Step

- 1-2-3&4 Rock forward on R, recover on L, step R behind L, step L to L while turning ¼ to right, step forward on R
- 5-6-7&8 Rock forward on L, recover R, step L back, close R, step L forward

#### Begin again.

#### Tag (after wall 3) Add

1-2-3-4 Rock forward on R, recover on L, rock back on R, recover on L



