Shine On Harvest Moon



Count: 32 Wall: 4 Level: Ultra Beginner

Choreographer: Karen Tripp (CAN) - February 2012

Music: Shine On Harvest Moon - The Four Aces : (Album: The Great Four Aces)



16-count wait, start on the word "Shine", right foot lead

FORWARD, TOUCH 4X

1-4 Step forward (slight diagonal) right, touch left next to right, step forward left (slightly

diagonal), touch right next to left (Option: Clap on touches)

5-8 Repeat steps 1-4 above

SIDE, TOGETHER, SIDE, TOUCH - RIGHT AND LEFT

Step side on right, step left next to right, step side on right, touch left next to right
Step side on left, step right next to left, step side on left, touch right next to left

DIAGONAL BACK, TOUCH 4X

1-4 Step diagonal back on right, touch left next to right, step diagonal back on left, touch right

next to left (Option: Clap on touches)

5-8 Repeat steps 1-4 above

LINDY RIGHT, SIDE SHUFFLE LEFT, ROCK BACK 1/4 RIGHT, RECOVER

1&2 Step side on right, close left next to right, step side on right

3-4 Rock back on left, recover forward on right

Step side on left, close right next to left, step side on left

7-8 Turn ¼ right and step back on right, recover forward on left (facing 3:00)

ENDING: After completing four walls twice, when you come back to 12:00 the third time, there is a change in the music.

Do 2 Slow Side Draws with touch (Right, then Left), then two Lindys (Right & Left). SIDE DRAW TOUCH – RIGHT THEN LEFT, 2 LINDYS – Arms to sides (tada!)

1-4 Long step side on right, slow draw the left foot towards the right, to a touch

5-8 Long step side on left, slow draw the foot towards the left, to a touch

9&10, 11-12 Step side on right, step left next to right, step side on right, rock back on left, recover forward

on right

13&14, 15-16 Step side on left, step right next to left, step side on left, rock back on right, recover forward

on left

Note: For those who teach seniors, this is a song they can relate to. The dance is intentionally choreographed as Ultra Beginner and can be used as the first routine using syncopated timing at a Basics level class.