Second Hand Beginnings

Niveau: Beginner

Chorégraphe: Willie Brown (SCO) - October 2015

Musique: Second Hand Heart (feat. Kelly Clarkson) - Ben Haenow

#8 count intro (approx 5 secs)

Compte: 32

Other info; 1 Restart - wall 3 - after 16 counts (you'll hear it!!)

**This was choreographed as a floor split to my Intermediate dance to the same song - 'Second Hand Heart'

Section 1 VINE RIGHT WITH TOUCH, VINE LEFT WITH TOUCH

- 1,2,3,4 Step Right to Right side, cross Left behind Right, step Right to Right side, touch Left toe beside Right
- Step Left to Left side, cross Right behind Left, step Left to Left side, touch Right toe beside 5,6,7,8 Left

Section 2 FACING DIAGONAL TRAVELLING BACK - SIDE, TOGETHER, CHASSE (x2)

Turn 1/8 into Right diagonal - facing 1.30 but travelling sideways towards 4.30

- Step Right to Right side, step Left beside Right 1.2
- 3&4 Step Right to Right side, step Left beside Right, step Right to Right side

Turn ¼ Left into Left diagonal – facing 10.30 but travelling sideways towards 7.30

- Step Left to Left side, step Right beside Left 5,6
- 7&8 Step Left to Left side, step Right beside Left, step Left to Left side turning 1/8 Left squaring off to Left hand wall
- **Restart here on wall 3 facing 3 o'clock

Section 3 CROSS ROCK, RECOVER, SIDE ROCK, RECOVER, JAZZ BOX CROSS

- 1,2 Rock Right across Left, recover weight back on Left
- 3,4 Rock Right out to Right side, recover weight on Left
- 5,6 Cross Right over Left, step back on Left
- Step Right to Right side, cross Left over Right 7,8

Section 4 SIDE, BEHIND, ROCK & CROSS (x2)

- 1,2 Step Right to Right side, cross Left behind Right
- 3&4 Rock Right out to Right side, recover weight on Left, cross Right over Left
- 5.6 Step Left to Left side, cross Right behind Left
- 7&8 Rock Left out to Left side, recover weight on Right, cross Left over Right

Restart; On wall 3 (starting facing 6 o'clock) dance to the end of Section 2 (to face 3 o'clock) then restart from the beginning - easy!!

Contact: williebrownuk@yahoo.co.uk



Mur: 4