O Brother



Compte: 40 Mur: 2 Niveau: Improver

Chorégraphe: DJ Dan (NL) & Wynette Miller (NL)

Musique: I Am a Man of Constant Sorrow - The Soggy Bottom Boys



HEEL, IN PLACE, TWICE; COASTER STEP, HOLD

Step on right heel forward and lift left slightly, step left in place and hitch right knee 3-4 Step on right heel forward and lift left slightly, step left in place and hitch right knee

5-8 Step right back, step left next to right, step right forward, hold

Option:

1-4 Touch right heel forward, hitch right knee, twice

HEEL, IN PLACE, TWICE; COASTER STEP, HOLD

Step on left heel forward and lift right slightly, step right in place and hitch left knee 1-2 3-4 Step on left heel forward and lift right slightly, step right in place and hitch left knee

Step left back, step right next to left, step left forward, hold 5-8

Option:

1-4 Touch left heel forward, hitch left knee, twice

CROSS ROCK, STEP FORWARD, HOLD: TWICE

1-4 Cross rock right over left, recover weight onto left, step right forward, hold 5-8 Cross rock left over right, recover weight onto right, step left forward, hold

STEP BACK, DIAGONAL KICK, X3, STEP BACK, TOGETHER

1-2	Step right back, kick left diagonally left forward
3-4	Step left back, kick right diagonally right forward
5-6	Step right back, kick left diagonally left forward
7-8	Step left back, step right next to left

HEEL STRUTS, TWICE; STEP, ½ TURN, STEP, HOLD

1-2 Step on left heel forward, drop left toe (taking weight) 3-4 Step on right heel forward, drop right toe (taking weight) 5-8 Step left forward, pivot ½ turn right, step left forward, hold

REPEAT

TAG

After the 2nd, 5th, 8th, 11th, 14th wall

When using The Original Brothers tag after the 2nd, 4th, 7th, 9th, 12th wall

CHARLESTON KICK TWICE

1-4 Kick right forward, hold, step right back, hold 5-8 Touch left toe back, hold, step left forward, hold 9-12 Kick right forward, hold, step right back, hold 13-16 Touch left toe back, hold, step left forward, hold Option: this track is long, fade music out after the tag of wall 8