

# Drifter

Compte: 32

Mur: 4

Niveau: Improver

Chorégraphe: Barry Amato (USA) & Dari Anne Amato (USA)

Musique: Drifter - Sylvia



## CROSS/ROCK, STEP, SHUFFLE SIDE, CROSS/ROCK, SHUFFLE SIDE

- 1-2 Cross right foot over left and rock on right foot, recover in place on left foot
- 3&4 Shuffle to the right stepping right-left-right
- 5-6 Cross left foot over right and rock on left foot, recover in place on right foot
- 7&8 Shuffle to the left stepping left-right-left

## WEAVE, SWEEP

- 1-2 Begin weave by stepping right foot behind left, step out to the left on left foot
- 3-4 Cross right foot over left foot, step out to the left on left foot
- 5-6 Step right foot behind left, step out to the left on left foot
- 7-8 Cross right foot over left foot, sweep left foot from behind,

## CROSS FROM SWEEP AND STEP, STEP BACK-¼ TURN, ROCK STEP, TURNING ½ SHUFFLE, ROCK STEP

- 1-2 From sweep, cross left over right and step on left foot, open a ¼ turn left and step back on right foot
- 3-4 Rock back on left foot, recover in place on right foot
- 5&6 Begin turning triple step by stepping forward on left foot, open a ¼ turn right and close right foot next to left, complete turning triple step by doing one more ¼ turn right and step back on left foot
- 7-8 Rock back on the right foot, recover in place on left foot

## SWEEP, CROSS-STEP, SWEEP, CROSS-STEP, STEP, ½ TURN PIVOT, STEP, ½ TURN PIVOT

- 1-2 Sweep right foot from behind, cross and step right foot slightly over left

**Don't cross too much**

- 3-4 Sweep left foot from behind, cross and step left foot slightly over right

**Don't cross too much**

- 5-6 Step forward on right foot, ½ turn pivot left with left foot taking weight

- 7-8 Step forward on right foot, ½ turn pivot left with left foot taking weight

**Open body on slight diagonal to cross right foot over left to start dance again**

## REPEAT

## TAG

**After each chorus (twice). This is on walls 3 & 6**

- 1-4 Rock forward right foot, recover on left foot, rock back right foot, recover on left foot