

Going Ape

COPPERKNOB
STEPSHEETS

拍数: 48 墙数: 4 级数: Improver
编舞者: Sue Ann Ehmann (USA) & Larry Bass (USA) - March 2017
音乐: I Go Ape - Neil Sedaka : (CD: Oh Carol: The Complete Recordings)



S1: STEP, TOUCH, STEP, KICK; BEHIND, SIDE, CROSS & CROSS

1-2 Step R to right; Touch L beside R
3-4 Step L to left; Kick R to right diagonal
5-6 Step R behind L; Step L to left
7&8 Step R across L, Step L slightly to left, Step R across L

S2: STEP, TWIST, TWIST, TWIST; RIGHT VINE, 1/4 TURN BRUSH

1-4 Step L to left pointing toe to left diagonal; Twist heels L; Twist heels R; Twist heels L (weight ends on left)
5-6 Step R to right; Step L behind R
7-8 Turn 1/4 turn R & step R forward; Brush L beside R (3:00)

S3: HOP FORWARD, HOLD & CLAP; HOP BACK, HOLD & CLAP; SWING HIPS

&1-2 Hop forward L, R, hold (clap)
&3-4 Hop back R, L, hold (clap) (feet together)
5-8 Swing hips right, left, right, left

Note: On steps 5-8 keep knees together, bend knees slightly, and move both hands in direction of the hip bumps keeping them at waist level.

S4: RIGHT SIDE TRIPLE, ROCK STEP; LEFT SIDE TRIPLE , 1/4 TURN, ROCK STEP

1&2 Triple step R, L, R to right
3-4 Rock L back; Recover to R
5&6 Triple step L, R, L to left turning 1/4 right (6:00)
7-8 Rock R back; Recover forward to L

S5: OUT, OUT, HOLD; IN, FORWARD, BRUSH; JAZZ SQUARE, 1/4 TURN

&1-2 Step R out to right, Step L out to left; Hold
&3-4 Step R in to center, Step L forward; Brush R forward
5-6 Step R across L; Step L back
7-8 Turn 1/4 turn right & step R to right; Step L forward (9:00)

S6: TOE STRUT, TOE STRUT; 1/2 TURN PADDLE TURN

1-2 Touch R toe forward; Step R heel down
3-4 Touch L toe forward; Step L heel down
&5 Step ball of R to side, turn 1/8 left stepping onto L
&6 Step ball of R to side, turn 1/8 left stepping onto L (6:00)
&7 Step ball of R to side, turn 1/8 left stepping onto L
&8 Step ball of R to side, turn 1/8 left stepping onto L (3:00)

Note: Do counts &5-8 making an arcing 1/2 turn left.

Begin Again

Contacts: sueann5678@gmail.com; larrybass6622@comcast.net