Last Night



拍数: 48 墙数: 4 级数: High Beginner

编舞者: Yvonne (Krause) Halsey (USA) - August 2021

音乐: Last Night - Chris Anderson



#48 Count Intro - No Tags, No Restarts

MANAGER E DIQUE	DOOK DEGOVED	OLUMER ELECT	DOOK DECOVED
[1-8] SHUFFLE RIGHT.	ROCK RECOVER.	SHUFFLE LEFT.	ROCK RECOVER

1&2	Shuffle right by stepping right, left, right.
3-4	Rock back on left, recover onto right.
5&6	Shuffle left by stepping left, right, left.
7-8	Rock back on right, recover onto left.

[9-16] 2 PIVOT 1/4 TURNS LEFT, & JUMP FORWARD & JUMP BACK

1-4 Step forward on right & make a ¼ turn left, step forward on right & make a ¼ turn left.

45-6 Jump forward onto right stepping left beside right & hold.47-8 Jump back onto right stepping left beside right & hold. (6:00)

[17-24] 2 MONTEREY 1/4 TURNS

1-2 Touch right toe to right side, pivot ¼ right on ball of left foot, step right beside left

3-4 Point left toe to left side, step left next to right.

5-6 Touch right toe to right side, pivot ¼ right on ball of left foot, step right beside left

7-8 Point left toe to left side, step left next to right. (12:00)

[25-32] SHUFFLE RIGHT, SHUFFLE LEFT W/1/4 TURN, & JUMP & JUMP

1&2 Shuffle right by stepping right, left, right.

3&4 Shuffle left by stepping left, right, left as you make a ¼ turn left. (9:00)

&5-6 Jump forward onto right stepping left beside right & hold. &7-8 Jump back onto right stepping left beside right & hold.

[33-40] JAZZ BOX W/CROSS, POINT RIGHT, POINT LEFT

1-4 Cross right over left, step back on left, step right next to left, cross left over right.

5-8 Point right to right side, step right next to left, point left to left side, step left next to right.

[41-48] ROCK RECOVER COASTER, ROCK RECOVER COASTER

1-2 Rock forward on right, recover onto left.

3&4 Step back on right, step left next to right, step forward on right.

5-6 Rock forward on left, recover onto right.

7&8 Step back on left, step right next to left, step forward on left.

May You Always Dance Like No One Is Watching

Contact: ykrause@yahoo.com