Almost Maybes



拍數: 32 牆數: 4 級數: High Beginner

編舞者: All About the Dance Line Dance (USA) - February 2021

音樂: Almost Maybes - Jordan Davis



Starts 16 counts after the music starts with the words Restart- Wall 6, after first 2 counts of 8

- 1 & 2 RF step right side, Recover on LF, Cross RF in front of LF
- & 3, & 4 Step LF to left side, Cross RF in front of LF, Step LF to left side, Step RF in place (Feet are apart)
- 5 &, 6 & Cross LF in front of RF to rock forward, Recover on RF stepping it in place, LF rock back at diagonal recover on RF stepping it in place
- 7 & 8 LF lock step forward (LF forward, lock RF behind LF, step LF forward) ending with weight on LF

Second Count of 8 (9-16) Slide Cross Rock Recover x2, Slide Cross Half Turn, Forward Triple

- 1, 2 & Step RF to right side, Slide LF cross behind for rock back, Recover on RF
- 3, 4 & Step LF to left side, Slide RF cross behind for rock back, Recover on LF
- 5, 6 & Step RF to right side, Slide LF cross behind for rock back with a half turn, Recover on RF
- 7 & 8 Forward triple step (or shuffle) starting on the LF (L, R, L) ending with weight on the LF

RESTART: Happens in the middle of wall 6

Third Count of 8 (17-24) Hip Sways, ¼ Turn Kick, 2 Back Triple Steps

- 1, 2 Step Rf to right side and Sway hips to the right, Sway hips to the left
- 3 & 4 Sway hips quick right and left, ¼ turn over right shoulder ending with a kick with your RF and weight on your LF
- 5 & 6 & Triple step back with RF (R, L, R), Left knee pops up on last "And" count
- 7 & 8 & Triple step back with LF (L, R, L), Right knee pops up on last "And" count

Fourth Count of 8 (25-32) Rock Recover, Triple Step Turn, Forward Toe, Back Kick, Step Sway

- 1, 2 Rock back on RF, Recover forward on LF
- 3 & 4 Triple step forward (or with a full turn) starting on the RF (R, L, R)
- 5 & 6 & Step LF forward, Tap right toe behind LF, Step RF back, Kick LF forward
- 7 & 8 Step LF down, Step RF to right side, Sway hips to left (or circle hips or dip hips) ending with the weight on the LF