# Ain't No Mountain

級數: High Beginner

編舞者: Karl-Harry Winson (UK) - April 2024

音樂: Ain't No Mountain High Enough - Cascada

Intro: 16 Counts (8 Seconds).

拍數: 32

# Right V Step. Forward Step. Heel Bounces X3 (turning 1/4 Left).

1 – 2 Step forward and out on Right. Step forward and out on Left.

- Optional Arm Movements for Counts 1 2: Push both hands up into the air as you step forward R L
- 3-4 Step back on Right. Step Left beside Right.
- 5 Step forward on Right.
- 6 8 Bounce both heels 3 times as you turn 1/4 turn Left.

# \*\*Restart 3 happens here on Wall 11 (facing 3.00)

# Right Jazz Box-Cross. Side Touches X2.

- 1 4 Cross Right over Left. Step Left back. Step Right to Right side. Cross Left over Right.
- 5 6 Step Right to Right side (raise both arms up). Touch Left toe behind Right (bring arms back down)
- 7 8 Step Left to Left side (raise both arms up). Touch Right toe behind Left (bring arms back down).

\*Restarts 1&2 happen here on Wall 2 (facing 12.00) and Wall 7 (facing 9.00).

### Right Grapevine. Touch. Left Grapevine. Touch.

- 1 3 Step Right to Right side. Cross Left behind Right. Step Right to Right side.
- 4 Touch Left beside Right.
- 5 7 Step Left to Left side. Cross Right behind Left. Step Left to Left side.
- 8 Touch Right beside Left. (9.00)

# Turning Option: Rolling Vine Right. Touch. Rolling Vine Left. Touch.

# Forward Step. 1/2 Turn Right. Back Rock. Heel Switches Forward. Hold/Double Clap.

- 1 2 Step Right forward (9.00).Turn 1/2 turn Right stepping back on Left (3.00).
- 3 4 Rock Right back. Recover weight on Left (3.00).
- 5&6 Dig Right heel forward. Step Right beside Left. Dig Left heel forward.
- &7 Step Left beside Right. Dig Right heel forward.
- &8 Clap hands twice as you hold the Right heel forward (3.00).

#### Restarts: To keep this dance in phrase I have included 3 restarts (making it a high beginner level dance). \*Restarts 1&2 happen on Wall 2 (facing 12.00) and Wall 7 (facing 9.00). \*\*Restart 3 happens on Wall 11 (facing 3.00)

www.karlharrywinson.com





牆

**牆數:**4