

Blackjack & Bullfrog

Count: 32

Wall: 4

Level: Improver

Choreographer: Rep Ghazali (SCO) - July 2016

Music: Got a Feeling (feat. Blackjack Billy) - Tim Hicks



#24 count intro start on vocal

Music Available on download from iTunes and Amazon

Restart: 3rd Wall (back wall) – dance up to count 16 and restart facing back wall

[01-08] R BACK-L TOG, OUT-OUT-IN-CROSS, HEELS BOUNCE ¼ TURN R, SAILOR ¼ TURN CROSS

- 1-2 step back Right, step Left together
- &3&4 step out forward Right, step out forward Left (shoulder apart), step in Right, cross Left over Right
- 5-6 weight with both feet bounce heels twice making ¼ turn Right (ending weight on Left) (3)
- 7&8 sweep and step Right behind Left, ¼ turn Right stepping Left to Left side, cross Right over Left (6)

[09-16] L FWD-REVERSE ½ TURN L, L BACK-R HEEL FWD-R TOG, WALK-WALK, L SIDE MAMBO CROSS

- 1-2 step forward Left, ½ turn Left by stepping back Right (12)
- 3&4 step back Left, touch Right heel forward, step Right together
- 5-6 step forward Left and popping Right knee, step forward Right and popping Left knee
- 7&8 side rock Left to Left side, recover on Right, cross Left over Right (12)

Restart: 3rd wall

[17-24] ¼ TURN R-L TOUCH, ¼ TURN L-¼ TURN POINT, R SAILOR, L SAILOR

- 1-2 make ¼ turn Right by stepping forward Right bend knee and lean forward slightly, touch Left beside Right (3)
- 3-4 ¼ turn Left by stepping forward Left, ¼ turn Left point Right to Right side (9)
- 5&6 step Right behind Left, step Left to Left side, step Right to Right side
- 7&8 step Left behind Right, step Right to Right side, step Left to Left side (9)

[25-32] R FWD-HOLD, BALL STEP-BALL STEP, TWIST ¼ L-TWIST ¼ R, ½ TURN L-SCUFF R

- 1-2 step forward Right, hold
- &3&4 step Left together, step forward Right, step Left together, step forward Right
- 5-6 with weight on both feet twist to Left making ¼ turn Left, twist to Right making ¼ turn Right (ending weight on Right)
- 7-8 make ½ turn Left by stepping forward Left, scuff forward on Right (3)

Last Update – 8th July 2016