

Drunken Dreams

32 Count, 4 Wall, Improver

Choreograer: Fred Whitehouse (IE) & Niels Poulsen (DK) Jan 2017

Choreographed to: Whiskey Dreaming by Morgan Myles

Track: 3:09m**Intro: 16 count intro from first beat in music (11 secs. into track). Start with weight on L foot****Note: No Tags, No Restarts!****Section 1 Back R, together L, R step lock step, L rock fwd, ¼ L sweep, behind side cross**

1 – 2 Step big step back on R dragging L towards R (1), step L next to R (2) 12:00
3&4 Step fwd on R (3), lock L behind R (&), step fwd on R (4) 12:00
5 – 6 Rock L fwd (5), when recovering onto R foot turn ¼ L sweeping L out to L side (6) 9:00
7&8 Cross L behind R (7), step R to R side (&), cross L slightly over R (8) 9:00

Section 2 Side R, touch, L rolling vine, Hold, ball side step L, touch together

1 – 2 Step R to R side (1), touch L next to R (2) 9:00
3 – 5 Turn ¼ L stepping L fwd (3), turn ½ L stepping R back (4), turn ¼ L stepping L to L side (5) 9:00
6 Hold (6) 9:00
&7 – 8 Step R next to L (&), step L to L side (7), touch R next to L (8) 9:00

Section 3 R hip bump, R hitch, R chassé, 1/8 L back rock, 1/8 L shuffle L fwd

1 – 2 Step R to R side bumping hips to R side (1), recover on L hitching R knee next to L leg (2) 9:00
3&4 Step R to R side (3), step L next to R (&), step R to R side (4) 9:00
5 – 6 Turn 1/8 L rocking back on L (5), recover on R (6) 7:30
7&8 Turn 1/8 L stepping L fwd (7), step R behind L (&), step L fwd (8) 6:00

Section 4 Cross back, ¼ R kick ball change, side points R&L, together L, rock R fwd

1 – 2 Cross R over L (1), step back on L (2) 6:00
3&4 Start turning ¼ R kicking R fwd (3), finish ¼ R stepping down on R (&), step L fwd (4) 9:00
5&6& Point R to R side (5), step R next to L (&), point L to L side (6), step L next to R (&) 9:00
7 – 8 Rock fwd on R (7), recover back on L (8) 9:00

Start again!**Ending: Wall 9 is your last wall. It starts facing 12:00. Do the first 16 counts, now facing 9:00. To end facing 12:00 turn ¼ R stepping fwd on R and point L to L side... Tadaah! 12:00**