

Funky Donkey

32 Count, 4 Wall, Improver

Choreographer: Karl-Harry Winson (UK) June 2014

Choreographed to: Donkey by Jerrod Niemann

Intro: 32

SYNCOPATED ROCKING CHAIR (WITH HEEL DIG), FORWARD STEP, HEEL SPLITS, BEHIND & CROSS, BALL CROSS TWICE

- 1& Rock right forward, recover to left
- 2& Rock right back (keep left heel forward), recover to left
- 3&4 Step right forward, swivel heels out, swivel heels in
- 5&6 Behind-side-cross right-left-right
- &7 Step left side, cross right over
- &8 Step left side, cross right over

¼ TURN, ½ TURN, LEFT SAILOR STEP, CROSS & HEEL (TRAVELING FORWARD) TWICE

- 1-2 Turn ¼ left and step left forward, turn ½ left and step right back (3:00)
 - 3&4 Cross left behind, step right side, step left side
 - 5&6& Cross right over, step left side, touch right heel diagonally forward, step right together
 - 7&8& Cross left over, step right side, touch left heel diagonally forward, step left together
- Counts 5-8 should travel forward

TURN ¼ LEFT, EXTENDED SIDE LOCK STEPS (TRAVELING RIGHT) EXTENDED SIDE LOCK STEPS (TRAVELING LEFT)

- 1& Turn ¼ left and step right side, lock left behind (12:00)
- 2& Step right side, lock left behind
- 3-4 Step right side, touch left together and clap
- 5& Step left side, lock right behind
- 6& Step left side, lock right behind
- 7-8 Step left side, touch right together and clap

When doing the side lock steps, slightly angle your body in the way you are traveling and lean body, as you do this to make it easier to lock your and to give it a bit of style ;)

Option for counts 1-8: GALLOP RIGHT

(1&2-3&4 SIDE-CLOSE-SIDE, CLOSE-SIDE-TOUCH/CLAP), GALLOP LEFT

(5&6-7&8 SIDE-CLOSE-SIDE, CLOSE-SIDE-TOUCH/CLAP)

¾ TURN WALK LEFT, SYNCOPATED LOCK STEPS FORWARD SCUFF

- 1-2 Turn ¼ left and step right forward, turn ¼ left and step left forward (6:00)
- 3-4 Turn ¼ left and step right forward, step left forward (3:00)
- 5&6 Locking chassé diagonally forward right-left-right
- &7 Step left diagonally forward, lock right behind
- &8 Step left forward, scuff right forward