

Puss In Boots

IMPROVER

64 Count 2 Walls

Choreographed by: Giles Redpath

Choreographed to: The Puss Suite by Henry Jackman

1 Chasse R, back rock, chasse L, back rock.

1 & 2,3 - 4 Chasse R, rock L behind R, recover on R,

5 & 6,7,8 Chasse L, rock R behind L, recover on L,

2 Walk L,R, step, half turn, step, full turn, cross.

9 - 10 Walk forward R,L,

11 - 13 Step R forward, 1/2 turn L, step R forward,

14 - 15 Full turn over R shoulder stepping L then R,

16 Step L over R foot, 'ole'

3 Cross rock, R chasse, cross rock chasse,

20 Bring R foot round across L and rock step, chasse R,

20

24 Cross rock L over R, rock back on R, chasse L,

24

4 Step,lock,step R diagonally, cross touch, repeat L,

25 - 26 Step R diag forward, Lock L behind R,

27 - 28 Step R foot forward, Cross touch L foot over R,

29 - 30 Step L diag forward, Lock R foot behind L,

31 - 32 Step L foot forward, Cross touch R foot over L,

NOTE RESTART DANCE HERE WITH NO RESTARTS IF DOING THE LITE VERSION.**5 Step, point x2, jazz box 1/4 cross,**

33 - 34 Step R forward, point L to side,

35 - 36 Step L forward, point R to side,

37 - 40 Jazz box, 1/4 turn R, cross L over R,

6 R chasse, rock step, full turn R moving L, step back R,

41 & 42 Chasse R,

43 - 44 Rock back L, forward on R,

45 - 48 Rolling grapevine to L, (inside turn R whilst travelling L), rock back on R,

7 L and R shuffle, mambo forward, coaster step back,

49 - 51 L and R shuffle forward,

53 - 56 L mambo forward, R coaster step back,

8 Step 1/2 turn step, step 1/4 R, L mambo forward, R rock step back,57 - 60 Step L forward, \hat{A} 1/2 turn over R, step L forward \hat{A} 1/4 turn R,

61 - 64 L Mambo forward, rock R back, forward on L.

RESTARTS Once you have danced it a few times you will hear the music change for the restarts.

Wall 2 Restart after step 59 (1/4 turn L keeping weight on L),

Wall 4 Repeat 1st 8 counts,

Wall 5 Restart after step 31 (Step L diagonal)

Wall 6 Restart after step 62 (L mambo forward)

Or don't bother at all as it still fits taking care of the timing!