

Taste Sweet Rapture

64 Count, 2 Wall, Improver

Choreographer: Phoenix Adamson (NZ) Mar 2013

Choreographed to: Rapture by iiO

Intro: 32 Counts

1 SHUFFLE FORWARD, SHUFFLE BACK, REVERSE ROCKING CHAIR

1 & 2 Shuffle Forward Stepping Right-Left-Right

3 & 4 Shuffle Back Stepping Left-Right-Left

5-6-7-8 Rock Back On Right, Recover Onto Left, Rock Forward On Right, Recover Onto Left

2 TOE POINTS WITH HITCH, CROSS SHUFFLE, TOE POINTS WITH HITCH, CROSS SHUFFLE

1-2-3-4 Point Right Toe To Side, Behind, Side, Front

5-6-7&8 Point Right Toe To Side, Hitch Right Knee, Cross Shuffle Stepping Right-Left-Right

3 TOE POINTS WITH HITCH, CROSS SHUFFLE, TOE POINTS WITH HITCH, CROSS SHUFFLE

1-2-3-4 Point Left Toe To Side, Behind, Side, Front

5-6-7&8 Point Left Toe To Side, Hitch Left Knee, Cross Shuffle Stepping Left-Right-Left

4 SIDE SHUFFLE, CROSS ROCK, SIDE SHUFFLE, BACK ROCK

1&2 Side Shuffle Stepping Right-Left - Right

3-4 Cross Left Over Right, Recover Onto Left

5 & 6 Side Shuffle Stepping Left-Right-Left

7-8 Rock Back On Right, Recover Onto Left

5 BOX WITH ¼ TURN

1-2-3-4 Step Right To Side, Drag Left Next To Right, Step Forward On Right, Touch Left Beside Right

5-6-7 Step Left To Side, Drag Right Next To Left, Step Back On Left,

8 Step Right To Side Making ¼ Turn Right (3 O'Clock)

6 WEAVE, CROSS ROCK, ¼ TURN

1-2-3-4 Step Left To Side, Cross Right Over Left, Step Left To Side, Step Right Behind Left

5-6-7 Step Left To Side, Cross Right Over Left, Recover Onto Left,

8 Step Forward On Right Making ¼ Turn (6 O'Clock)

7 SIDE ROCK, CROSS SHUFFLE, SIDE ROCK, CROSS SHUFFLE

1-2-3&4 Step Left To Side, Recover Onto Right, Cross Shuffle Stepping Left-Right-Left

5-6-7&8 Step Right To Side, Recover Onto Left, Cross Shuffle Stepping Right-Left-Right

8 BACK KICK, BACK TOUCH, ROCK FORWARD-BACK-FORWARD, TOUCH

1-2-3-4 Step Back On Left, Kick Right Foot Forward, Step Back On Right, Touch Left Beside Right

5-6-7-8 Rock Forward On Left, Recover Onto Right, Rock Forward On Left, Touch Right Beside Left

RESTARTS:

On Wall 2 After The First 1st 32 Counts There Is A Restart (This Becomes Wall 3)

On Wall 5 After The First 1st 32 Counts There Is A Restart (This Becomes Wall 6)

On Wall 6 After The First 1st 32 Counts There Is A Restart (This Becomes Wall 7)