

Thunder In The Sky

32 Count, 4 Wall, Improver, WCS
Choreographer: Laura Carvill (Ireland) Jan 2014
Choreographed to: Thunder by Jessie J

1-8 Walk back, coaster step, touch, touch, unwind sailor 3/4 turn

- 1-3&4 1) Walk back on L, 2) Walk back on R, 3) Step back on L, &) Bring R beside L, 4) Step forward on L
5&6 5) Touch R out to R side, &) Bring R beside L, 6) Touch L out to L side
7&8 7) Step L foot behind R foot, &) Make a ¼ turn anti-clockwise stepping forward on R foot,
8) Make a ½ turn anti-clockwise stepping forward on L foot

9-16 Sweep, grapevine, ¼ turn, full turn

- 1-3&4 1) Step forward on R foot, 2) Recover weight onto L foot while sweeping R foot clockwise,
3) Step R foot behind L foot, &) Step L foot out to L side, 4) Cross R foot over L foot
5&6 5) Step L foot out to L side, &) Bring R foot beside L foot, 6) Cross L foot over R
7&8 7) Step R foot out to R side making a ¼ turn anti-clockwise,
&) Make a ½ turn anti-clockwise stepping on L foot, 8) Step forward on R foot

17-24 Walk forward, ¼ turn, ½ turn, ½ turn

- 1-3&4 1) Walk forward on L foot, 2) Walk forward on R foot,
3) Step L foot out to L side while making a ¼ turn clockwise,
&) Bring R foot beside L foot placing weight on R foot, 4) Step forward on L foot
5&6 5) Step R foot to R side, &) Make a ½ turn anti-clockwise stepping on the L foot,
6) Cross R foot over L foot
7&8 7) Step L foot to L side, &) Make a ½ turn anti-clockwise stepping on the R foot,
8) Cross L foot over R foot

25-32 Hitch, step to diagonal, hitch, step to diagonal

- 1-4 1) Hitch R leg up, 2) Step to the R diagonal with R foot,
3) Hitch L leg up, 4) Step to the L diagonal with L foot
5&6& 5) Cross R foot over L foot, &) Step back on L foot,
6) Step R foot out to R side, &) Step forward on L foot
7-8 7) Sweep R foot anti-clockwise forward, 8) Bring R foot beside L foot switching weight onto R
(ready to start going back on L foot)

Tag: 4 counts after wall 9

- 1-4 1) Step forward on L make ½ turn anti-clockwise 2) Place weight on R
3) Step forward on L make ½ turn anti-clockwise 4) Place weight on R