

**Bowling With Bert  
(A Fun Charleston)**

BEGINNER

48 Count 2 Walls

Choreographed by: Rene and Reg Mileham

Choreographed to: The

Bowling Song by Asleep At The Wheel

**Section 1 Slow Charleston Kicks**

- 1 - 2 Step right forward - swing left forward  
3 - 4 Step left back - touch right toe back  
5 - 6 Step right forward - swing left forward  
7 - 8 Step left back - touch right toe back

**section 2 Knee hitches (knees to hands) Slide steps with bounces**

- 1 & Dig right heel, hitch right knee to meet both hands  
2 & Dig right heel, hitch right knee to meet both hands  
3 - 4 & Dig right heel forward (sliding left ft to right) -and bounce,bounce (with claps)  
5 & Dig left heel, hitch left knee to meet both hands  
6 & Dig left heel, hitch left knee to meet both hands  
7 & 8 Dig left heel forward (sliding right ft to right) -and bounce,bounce (with claps)

**Section 3 Right grapevine with 1/4 turn right - left grapevine**

- 1 - 2 - 3 - 4 Right to side - left behind right - right to side making 1/4 turn right - touch left to right  
5 - 6 - 7 - 8 Left to side - step right behind left - left to side - close right to left

**Section 4 Heel Split -right heel forward. Heel split - left heel forward**

- 1 - 2 With weight on balls of feet split heels apart. - bring heels together  
3 - 4 Touch right heel forward - replace  
5 - 6 With weight on balls of feet split heels apart. - bring heels together  
7 - 8 Touch left heel forward - replace

**Section 5 Right grapevine with 1/4 turn right - left grapevine**

- 1 - 2 - 3 - 4 Right to side - left behind right - right to side making 1/4 turn right - touch left to right  
5 - 6 - 7 - 8 Left to side - step right behind left - left to side - close right to left

**Section 6 Heel Split -right heel forward. Heel split - left heel forward**

- 1 - 2 With weight on balls of feet split heels apart -bring heels together  
3 - 4 Touch right heel forward  
5 - 6 With weight on balls of feet split heels apart - bring heels together  
7 - 8 Touch left heel forward