

# BROKENHEARTED



**Chorégraphe :** Gary Lafferty (UK) - November 2018

**Description :** Novice / 32 Comptes/ 4 Murs / 1 Tag

**Musique :** Brokenhearted by William Michael Morgan

**Intro :** 16 count, 120 bpm

**1-8 WEAVE, POINT; CROSS, ¼ TURN; ¼ SIDE SHUFFLE**

- 1-2 Cross-step Left foot over Right, step to Right on Right foot
- 3-4 Step Left foot behind Right, point Right foot out to Right side
- 5-6 Cross-step Right foot over Left, turn ¼ Right stepping back onto Left foot
- 7&8 Turn ¼ Right stepping to Right on Right foot, step on Left foot beside Right, step to Right on Right foot (6:00)

**9-16 CROSS-SHUFFLE, SIDE-SHUFFLE; ROCK BACK, RECOVER, LEFT KICK-BALL-CROSS**

- 1&2 Cross-step Left foot over Right, step to Right on Right foot, cross-step Left foot over Right
- 3&4 Step to Right on Right foot, step on Left foot beside Right, step to Right on Right foot
- 5-6 Rock back on Left foot, recover weight onto Right foot
- 7&8 Kick Left foot diagonally-forward Left, step down onto Left foot, cross-step Right foot over Left

**17-24 STEP LEFT, TOUCH, RIGHT KICK-BALL-CROSS; STEP RIGHT, ¼ SAILOR LEFT, STEP FORWARD**

- 1-2 Step to Left on Left foot, touch Right foot beside Left
- 3&4 Kick Right foot diagonally-forward Right, step down onto Right foot, cross-step Left foot over Right
- 5 Step to Right on Right foot
- 6&7 Left sailor step making ¼ turn to Left
- 8 Step forward on Right foot

**25-32 STEP, KICK-BALL-CHANGE, STEP; LEFT ROCKING CHAIR**

- 1 Step forward on Left foot
- 2&3 Kick Right foot forward, step down onto Right foot beside Left, step forward on Left foot
- 4 Step forward on Right foot
- 5-6 Rock forward on Left foot, recover weight onto Right foot
- 7-8 Rock back on Left foot, recover weight onto Right foot

START AGAIN

**TAG 2 x ¼ PIVOT TURNS**

- 1-4 Step forward on Left foot, pivot ¼ turn to Right, step forward on Left foot, pivot ¼ turn to Right

The Tag is inserted at the end of Wall 2 ... the dance ends facing 6:00 and the tag will return you to the 12:00 wall

*Bonne Danse!*