

SHINE

LINEDANCE.COM

Count: 32

Wall: 4

Level: beginner/intermediate

Choreographer: Geri Morrison

Music: Shine by Take That

CROSS ROCK RECOVER SIDE, CROSS BEHIND RECOVER SIDE, ROCK BACK RECOVER, ½ TURN RIGHT, CROSS SHUFFLE

- 1&2** Cross left over right, recover, step left to left side
- 3&4** Cross right behind left, recover weight on left, step right to right side
- 5&6** Cross left behind right, recover weight on right, make ¼ turn right stepping back on left
- &** Make a ¼ turn right stepping right to right side
- 7&8** Cross left over right, step right to right, cross left over right (6:00)

SIDE TOGETHER FORWARD, PIVOT TURN STEP, LOCK STEP, JAZZ BOX

- 1&2** Step right to right side, bring left beside right, step forward on right
- 3&4** Step forward on left, pivot ½ turn right, step forward on left
- 5&6(Right lock step forward) step forward on right, lock left behind right, step forward on right**
- 7&8** Cross left over right, step back on right, step left next to right (12:00)

ROCK, RECOVER, ½ TURN RIGHT, FULL TURN RIGHT, COASTER, ROCK, RECOVER, ½ TURN LEFT

- 1&2** Rock forward on right, recover weight on left, make ½ turn right stepping forward on right
- 3&4** Step forward on left, pivot ½ turn right (weight right) make a further ½ turn right stepping back on left (easy option: forward left coaster step)
- 5&6** Right coaster step (6:00)
- 7&8** Rock forward on left, recover weight on right, and make a ½ turn left stepping forward on left (12:00)

STEP TOUCH, BACK KICK, ROCKING CHAIR, & STEP, PIVOT ½ TURN LEFT, ¼ TURN LEFT, RIGHT CHASSE

- 1&** Step forward on right, touch left behind right
- 2&** Step back on left, small kick forward right

3&4 Rock back on right, recover weight on left, rock forward on right

& Step left beside right

5-6 Step forward on right pivot $\frac{1}{2}$ turn left

7&8 $\frac{1}{4}$ turn left into a right chasse, (small chasse right) stepping right, left, right (3:00)

REPEAT

Source: LineDance.com — https://www.linedance.com/index.php?f=dance_view&id=38167