



GROWING PAINS



Niveau :

Chorégraphe: Johnny Gianmarco Rossato Janvier 2023

Musique : "Growing Pains" by Brelans

Temps : 64 Counts / 2 Walls / 3 Restarts,

1 ST SECTION | KICK BALL STEP, HITCH, STOMP, SWIVEL (X3), FLICK

- 1&2 Kick R fwd – Recover R beside L – Step L fwd
- 3-4 Hitch R fwd – Stomp R fwd
- 5-6 Swivel both heels to R side – Swivel both heels back to center
- 7-8 (turning h.6.00) Swivel both heels to R side – Flick L back

2 ND SECTION | STEP-TOGETHER, KICK, STOMP, SKATE (X2), HEEL-STRUTT

- 1-2 Step L to L side – Close R beside L
- 3-4 Kick L fwd – Stomp L fwd
- 5-6 Skate R to R side going fwd – Skate L to L side going fwd
- 7-8 Touch heel R fwd – Bring weight on R foot

3 RD SECTION | STEP-PIVOT, HALF TURN, STOMP-UP, TOE-STRUTT, KICK, CROSS

- 1-2 Step L fwd – Pivot ½ R turn (to h.12.00)
- 3-4 Half turn stepping L back (to h.6.00) – Stomp up R beside L
- 5-6 (turning ¼ R to h.9.00) Touch Point R to R side – Bring weight on R foot
- 7-8 Kick L fwd – Cross L over R

4 TH SECTION | JAZZ-BOX, STEP, PIVOT, STEP, STOMP-UP (X2)

- 1-2 Step R back – Open L to L side
- 3-4 Cross R over L – (Turning ¼ L to h.600) Step L fwd
- 5-6 Pivot ½ R turn (to h.12.00) – Step L fwd
- 7-8 Double stomp-up with R foot beside L foot

5 TH SECTION | COASTER STEP, STOMP, PIGEON TOE, KICK, STOMP

- 1-2 Step R back – Step L back beside R
- 3-4 Step R fwd – Stomp L beside R
- 5-6 Pigeon Toe to L side (open-close)
- 7-8 Kick R foot fwd – Stomp R foot beside L (keeping your toes pointing to the center)

6 TH SECTION | PIGEON TOE, KICK (X2), COASTER STEP, SCUFF

- 1-2 Pigeon Toe to R side (open-close)
- 3-4 Double kick L fwd
- 5-6 Step L back – Step R back beside L
- 7-8 Step L fwd – Scuff R fwd

7 TH SECTION | HEEL-STRUTT (X2), ROCK STEP, ½ TURN, SCUFF

- 1-2 Heel touch R fwd – Bring weight on R foot
- 3-4 Heel touch L fwd – Bring weight on L foot

5-6 Rock Step R to R side (facing h.3.00) – Recover weight on L
7-8 Turn ¼ R (to h.6.00) stepping R fwd – Scuff L fwd

8 TH SECTION | JAZZ-BOX, STOMP-UP, RONDE' (X2)

1-2 Cross L over R – Step R back

3-4 Open L to L side – Stomp-up L beside R

5-6 With R point draw a complete circle (clockwise) on the ground to R side beside L (in 2 counts)

7-8 With R point draw a complete circle (clockwise) on the ground to R side beside L (in 2 counts)

RESTARTS

1st Restart: 2nd Wall, after the first 32 counts

2nd Restart: 5th Wall, after the first 32 counts

3rd Restart: 7th Wall, after the first 32 counts

RECOMMENCEZ AU DEBUT