

## ***Rainbow's End***

Choreographed by Jan Wyllie

Description: 64 count, 4 wall, beginner/intermediate line dance

Music: **Rock At The End Of My Rainbow** by Heather Myles

1-4 Step forward on right, scuff left forward, step forward on left, scuff right forward

5-8 Step forward on right, scuff left forward, step forward on left, scuff right forward

9-12 Rock forward on right, rock back on left, rock back on right, hold

13-16 Rock back on left, rock forward on right, rock forward on left, hold

17-18 Step forward on right, pivot  $\frac{1}{4}$  turn left transferring weight to left

19-20 Step forward on right, hold

21-22 Step forward on left, pivot  $\frac{1}{2}$  turn right transferring weight to right

23-24 Step forward on left, hold

25-32 Toe struts forward right, left, right, left

33-34 Touch right heel across in front of left, touch right heel to right side

35-36 Touch right heel across in front of left, hitch right

37-40 Vine to the right (right, left, right), hold

41-42 Touch left heel across in front of right, touch left heel to left side

43-44 Touch left heel across in front of right, hitch left

45-48 Vine to the left (left, right, left) making a  $\frac{1}{4}$  turn left on third step, scuff right forward

49-50 Step forward on right, touch left toe behind right foot

51-52 Step back on left, touch right heel forward

53-54 Step forward on right, touch left toe behind right foot

55-56 Step back on left, hold

57-58 Making  $\frac{1}{4}$  turn right step right to right side, step left across in front of right

59-60 Step right to right, hold

The last 4 counts can be done two ways, this first way is for dancers who do not like turns

61-62 Step left behind right, step right to right

63-64 Step forward on left, hold

This second way is for dancers who enjoy turns

61-62 Step left behind right, making  $\frac{1}{4}$  turn right step forward on right

63-64 Step forward on left, pivot on ball of left making a  $\frac{3}{4}$  turn right holding right leg off the ground

( REPEAT )