

LUNETTE

Music: "Stand By Me" By Prince Royce. 3:26 min. 130 BPM

Description: 64 count: 1 wall: Beginner. No Tags or Restarts.

Choreographer: Shanthie De Mel, Melbourne, Australia, Oct. 2011

Begin: Wt on left. 32 count intro. Start on main vocals.

Note: This dance is based on International Latin Rhythm - Quick, Quick, Slow, danced ball flat, with plenty of hip movement. Some of the terms are from International Latin Rumba. Potential as split floor, to Intermediate dance to the same music.

RUMBA BOX RIGHT FWD. RUMBA BOX LEFT FWD

1,2,3,4 Step R to right side. Close L. Step R fwd. Hold

5,6,7,8 Step L to left side. Close R. Step L fwd. Hold

RUMBA BOX RIGHT BACK. RUMBA BOX LEFT BACK WITH 1/4 LEFT TURN

1,2,3,4 Step R to right side. Close L. Step R back. Hold

5,6,7,8 Step L to left side. Close R. Turning 1/4 left step L to left side. Hold (9:00)

HAND TO HAND TO RIGHT & LEFT

1,2,3,4 Turning 1/4 right rock R back. Return L. Turning 1/4 left step R to right side. Hold

5,6,7,8 Turning 1/4 left rock L back. Return R. Turning 1/4 right step L to left side. Hold. (9:00)

HAND TO HAND TO RIGHT & LEFT WITH 1/4 LEFT TURN

1,2,3,4 Turning 1/4 right rock R back. Return L. Turning 1/4 left step R to right side. Hold

5,6,7,8 Turning 1/4 left rock L back. Return R. Step L to left side. Hold. (6:00)

CUBAN WALKS FWD. CUBAN ROCKS

1,2,3,4 Walk fwd R-L-R with hip action Hold.

5,6,7,8 Rock back on L in place. Rock fwd R in place. Rock back on L in place. Hold.(6:00)

CUBAN WALKS BACK. CUBAN ROCKS WITH 1/4 LEFT TURN

1,2,3,4 Walk back R-L-R with hip action. Hold.

5,6,7,8 Rock fwd L in place. Rock back on R in place. Turning 1/4 left rock L in place. Hold. (3:00)

CUCARACH RIGHT & LEFT

1,2,3,4 Rock R to right side. Replace weight to L. Step R together Hold.

5,6,7,8 Rock L to left side. Replace weight to R. Step L together. Hold.(3:00)

CUCARACH RIGHT. TURN 1/4 LEFT BACK. HOLD.

1,2,3,4 Rock R to right side. Replace weight to L. Step R together Hold.

5,6,7,8 Turning 1/4 left step L back. Hold for 3 counts.(12:00)