

Guitars & Guns

Count: 32 Wall: 4 Level: Intermediate

Choreographer: Séverine Fillion (April 2014)

Music: Guitars & Guns by Kevin Fowler (Album: How Country Are Ya)



Intro : 18 counts

[1-8] HEEL SWITCH, HITCH & SCOOT BACK, STEP BACK, HEEL TAPS, COASTER STEP

- 1&2 Touch right heel fwd, recover on right, touch left heel fwd
&3 Recover on left, Touch right heel fwd
&4 Hitch right knee and Scoot backward on left, right step back
5-6 Tap left heel fwd X 2 (keep weight on right)
7&8 Left step back, right next to left, left step fwd

[9-16] TRIPLE STEP FWD, STEP 1/2 TURN, TRIPLE STEP FWD, STEP 1/4 TURN

- 1&2 Triple step right – left – right fwd
3-4 Left step fwd, Turn ½ right (weight on right) 6 :00
5&6 Triple step left – right – left fwd
7-8 Right step fwd, Turn ¼ left (weight on left) 3 :00

* Tag + Restart here on wall 3

[17-24] VAUDEVILLE, TOUCH FWD, HEEL TWIST, COASTER STEP

- 1&2 Right cross over left, left to left, touch right heel diagonally fwd
&3&4 Recover on right, left cross over right, right to right, touch left heel diagonally fwd
& Recover on left next to right

*Tag + Restart here on wall 7

- 5&6 Touch right ball fwd, swivel right heel to the right, recover right heel to the center
(keep weight on left)
7&8 Right step back, left next to right, right step fwd

[25-32] KICK BALL POINT (LEFT & RIGHT), ROLLING VINE LEFT, TOUCH

- 1&2 Kick left fwd, recover on left next to right, touch right toe to right side
3&4 Kick right fwd, recover on right next to left, touch left toe to left side
5-6 ¼ turn left stepping left fwd, ½ turn left stepping right back
7 ¼ turn left stepping left to left
8 Touch right next to left 3 :00

TAG : 2 counts : Stomp right fwd, Bounce (Lift and drop right heel on the floor)
At the end of walls : 1 (at 3 :00), 4 (at 12 :00) and 6 (at 6 :00)

RESTART + TAG :

On wall 3 after 16 counts (at 9 :00), make the TAG (2 counts) then start the dance at the beginning

On wall 7 after 20 counts (at 9 :00), make the TAG (2 counts) then start the dance at the

beginning

ENJOY !