



Raggle Taggle Gypsy O

Count: 32 - Wall: 4 - Level: High Improver

Choreographer: Maggie Gallagher (April 2014)

Music: Raggle Taggle Gypsy - Derek Ryan (iTunes)

Intro: 20 counts - Start on vocals

HEEL & HEEL & RUMBA BOX, R COASTER

1&2& Tap right heel forward, Step right next to left, Tap left heel forward,
Step left next to right

3&4& Step right to right side, Step left next to right, Step forward on right,
Touch left next to right

5&6 Step left to left side, Step right next to left, Step back left

7&8 Step back on right, Step left next to right, Step forward on right

WALK CLAP x 2, MAMBO 1/2 LTURN, R LOCK STEP, L LOCK STEP TOUCH

1&2& Walk left, Clap, Walk right, Clap

3&4 Rock forward left, Recover on right, 1/2 left stepping forward left [6:00]

5&6 Step forward right, Lock left behind right, Step forward right

&7&8 Step forward left, Lock right behind left, Step forward left,
Touch right next to left

& CROSS, 1/4 R TURN, STEP 1/2 R TURN STEP, R SHUFFLE, L SHUFFLE

&1-2 Step right slightly to right side, Cross left over right,
1/4 right stepping forward on right [9:00]

3&4 Step forward on left, 1/2 pivot right, Step forward on left [3:00]
***Restart Walls 1, 3, 5**

5&6 Step forward on right, Step left next to right, Step forward on right

7&8 Step forward on left, Step right next to left, Step forward on left

(Option count 7&8: Triple full turn right travelling forwards)

FWD ROCK, SIDE ROCK, BEHIND SIDE CROSS, SIDE ROCK CROSS SIDE, BEHIND STOMP, STOMP HITCH

1&2& Rock forward right, Recover on left, Rock right to right side, Recover on left

3&4 Cross right behind left, Step left to left side, Cross right over left

5&6& Rock left to left side, Recover on right, Cross left over right,
Step right to right side

7&8& Cross left behind right, Stomp right out to right side, Stomp left next to right,
Little hitch right knee

RESTART: After 20 counts Wall 1 [3:00], Wall 3 [9:00], Wall 5 [3:00]

ENDING:

After 15& counts (left lock step), 1/2 turn body to right stomping right forward [12:00]