



GET REEL



Artist: Urban Trad

Album: Kerua

Level: Intermediate

May 2019

Available for download on iTunes

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Wait 32 beats

PART A

Waterloo (*turn $\frac{1}{4}$ left*)

Eric (*turn $\frac{1}{4}$ left*)

Repeat both steps to front

PART B

Kentucky Yeti (*move forward*)

Mario (*turn $\frac{1}{2}$ right*)

Repeat both steps to front

PART A

Waterloo (*turn $\frac{1}{4}$ left*)

Eric (*turn $\frac{1}{4}$ left*)

Repeat both steps to front

PART B

Kentucky Yeti (*move forward*)

Mario (*turn $\frac{1}{2}$ right*)

Repeat both steps to front

PART C

Suzy Step (*moving left*)

Urban Step

Repeat both steps with opposite footwork

PART C

Suzy Step (*moving left*)

Urban Step

Repeat both steps with opposite footwork

PART C

Suzy Step (*moving left*)

Urban Step

Repeat both steps with opposite footwork

DISCO

Rocking Chair

Brasstown

Karate Rock (*turn $\frac{1}{2}$ right*)

Repeat all steps to the front

PART E

Show Off

Simone

Rooster Run

Rock Double (*turn $\frac{1}{2}$ left*)

Repeat last 2 steps to front

PART F

2 Josepi's

PART E

Show Off

Simone

Rooster Run

Rock Double (*turn $\frac{1}{2}$ left*)

Repeat last 2 steps to front

PART F

2 Josepi's

PART E

Show Off

Simone

Rooster Run

Rock Double (*turn $\frac{1}{2}$ left*)

Repeat last 2 steps to front

PART F

2 Josepi's

PART F

2 Josepi's

STEPS TO "Get Reel"

Waterloo

(turn $\frac{1}{2}$ left on Toe(b))

| | | | | | | | | | | |
|-----------|--------------|---------------|----------------|---------------|------------------|-------------------|-----------|-----------|------------------|-------------|
| <u>DS</u> | <u>RS(f)</u> | <u>RS(os)</u> | <u>Heel(f)</u> | <u>Toe(b)</u> | <u>Heel/Ball</u> | <u>Chug/Slide</u> | <u>RS</u> | <u>DS</u> | <u>Drag/Kick</u> | <u>Step</u> |
| L | RL | RL | R | R | L / R | L / R | LR | L | L / R | R |
| &1 | &2 | &3 | & | 4 | & | 5 | &6 | &7 | & | 8 |

Eric

(turn $\frac{1}{2}$ left on DT(os))

| | | | | | | | | | |
|-----------|---------------|-------------|----------------|-----------|-------------|----------------|-----------|-----------|-----------|
| <u>DS</u> | <u>DT(os)</u> | <u>Rock</u> | <u>Heel(w)</u> | <u>RS</u> | <u>Rock</u> | <u>Heel(w)</u> | <u>RS</u> | <u>DS</u> | <u>RS</u> |
| L | R | R | L | RL | R | L | RL | R | LR |

Kentucky Yeti

| | | | | | | | | | |
|-----------|-------------|-------------|-----------|--------------|-----------|--------------|-----------|-----------|-----------|
| <u>DS</u> | <u>Drag</u> | <u>Step</u> | <u>DS</u> | <u>Slide</u> | <u>RS</u> | <u>Slide</u> | <u>RS</u> | <u>DS</u> | <u>RS</u> |
| L | L | R | L | L | RL | L | RL | R | LR |

Mario

(turn $\frac{1}{2}$ right on 3rd RS)

| | | | | | | | | | | |
|-----------|---------------|-----------------|-----------------|---------------|-------------|-----------------|-----------|-----------------|-------------|-----------|
| <u>DS</u> | <u>RS(os)</u> | <u>Hop/Clap</u> | <u>Step(xf)</u> | <u>RS(os)</u> | <u>Flap</u> | <u>Step(xb)</u> | <u>RS</u> | <u>Hop/Clap</u> | <u>Step</u> | <u>RS</u> |
| L | RL | L | R | LR | L | L | RL | L | R | LR |
| &1 | &2 | & | 3 | &4 | & | 5 | &6 | & | 7 | &8 |

Suzy Step

| | | | | | | | | | |
|-----------|---------------|------------|-------------|---------------|-----------|--------------|-------------|-----------|-----------|
| <u>DS</u> | <u>DT(os)</u> | <u>Toe</u> | <u>Heel</u> | <u>DT(os)</u> | <u>DS</u> | <u>Slide</u> | <u>Step</u> | <u>DS</u> | <u>RS</u> |
| L | R | R | R | L | L | L | R | L | RL |

Urban Step

| | | | | | | | | | | |
|-----------|----------------------|-------------|-----------|----------------------|-------------|-----------|-----------|-----------|----------------------|-------------|
| <u>DS</u> | <u>Heel Twist(w)</u> | <u>Step</u> | <u>RS</u> | <u>Heel Twist(w)</u> | <u>Step</u> | <u>RS</u> | <u>DS</u> | <u>RS</u> | <u>Heel Twist(w)</u> | <u>Step</u> |
| R | L | R | LR | L | R | LR | L | RL | R | L |

Rocking Chair

| | | | |
|-----------|-----------------|-----------|-----------|
| <u>DS</u> | <u>Brush Up</u> | <u>DS</u> | <u>RS</u> |
| L | R | R | LR |

Brasstown

| | | | | | | | | |
|-----------|--------------|---------------|---------------|------------------|-------------------|-----------|-----------|-----------------|
| <u>DS</u> | <u>RS(f)</u> | <u>RS(os)</u> | <u>Bounce</u> | <u>Heel/Ball</u> | <u>Chug/Slide</u> | <u>RS</u> | <u>DS</u> | <u>Brush Up</u> |
| L | RL | RL | BOTH | L / R | L / R | LR | L | R |
| &1 | &2 | &3 | 4 | & | 5 | &6 | &7 | &8 |

Karate Rock

(turn $\frac{1}{2}$ right on 1st kick)

| | | | |
|-----------|-------------|-----------|-------------|
| <u>DS</u> | <u>Kick</u> | <u>RS</u> | <u>Kick</u> |
| R | L | LR | L |

Show Off

| | | | | | | | | | |
|-----------|-----------|----------------------|------------------|------------------|------------------|-----------|-------------------|-----------|-----------|
| <u>DS</u> | <u>RS</u> | <u>Leg Swing(xf)</u> | <u>Swing(os)</u> | <u>Swing(xf)</u> | <u>Swing(os)</u> | <u>RS</u> | <u>Ball Slide</u> | <u>DS</u> | <u>RS</u> |
| L | RL | R | R | R | R | RL | R | R | L |
| | | | | | | | | | RL |

Simone

| | | | | | | | |
|--------------|-----------------|----------------|----------------|----------------|----------------|-----------|-----------|
| <u>DT(b)</u> | <u>Brush Up</u> | <u>Tch(xf)</u> | <u>Tch(xf)</u> | <u>Tch(os)</u> | <u>Tch(xf)</u> | <u>DS</u> | <u>RS</u> |
| R | R | R | R | R | R | R | LR |

Rooster Run

| | | | | | |
|-----------|---------------|-----------------|-----------------|-----------------|-----------------|
| <u>DS</u> | <u>DS(xf)</u> | <u>Ball(os)</u> | <u>Ball(xb)</u> | <u>Ball(os)</u> | <u>Ball(xf)</u> |
| L | R | L | R | L | R |

Rock Double

(turn $\frac{1}{2}$ left on 1st RS)

| | | | |
|-----------|-----------|-----------|-----------|
| <u>RS</u> | <u>DS</u> | <u>DS</u> | <u>RS</u> |
| LR | L | R | LR |

Josepi

| | | | | | | | | | | | |
|-----------|-----------------|-----------|-------------|-----------------|-------------|-----------------|-----------------|-------------|-----------------|-----------|-----------|
| <u>DS</u> | <u>Brush Up</u> | <u>DT</u> | <u>Ball</u> | <u>Ball(xb)</u> | <u>Ball</u> | <u>Ball(os)</u> | <u>Ball(xb)</u> | <u>Ball</u> | <u>Step(os)</u> | <u>DS</u> | <u>RS</u> |
| L | R | R | R | L | R | L | R | L | R | L | RL |