



Cleveland Shuffle

Choreographed by Mark Wynn

Description: 40 count, 4 wall, beginner/intermediate line dance
Music: **Cleveland Shuffle (Radio Mix)** by The 71 North Boyz
Funky Cowboy by Ronnie McDowell [122 bpm / Country Dances / Line Dance Fever]

Mark Wynn is Mark "Big Mucci" Wynn of the 71 North Boyz. This step sheet was prepared by Suzanne Thomson, Apex, NC (With approval from "Big Mucci"). Start the dance after the second time you hear "Ahhhhh do the shuffle." Use pops and funky moves as desired!

RIGHT AND LEFT SIDE STEPS

- 1 Step right foot to the right (for funk style, squat/bounce a little at the same time)
- 2 Bring right foot back home (and un-squat)
- 3-4 Do the same thing with the left foot
- 5-8 Repeat 1-4

KNEE LIFTS WITH ½ TURN TO THE RIGHT, THEN TO THE LEFT

- 1 Step right to side
- 2 Lift left knee and do ½ turn right
- 3 Step left to side
- 4 Lift right knee

Do the same thing again, with opposite turn

- 5 Step right to side
- 6 Lift left knee and do ½ turn left
- 7 Step left to side
- 8 Lift right knee

CROSS ROCKS, CLICK HEELS (RIGHT, LEFT) (ALTERNATE STEPS: JAZZ BOX, CLICK HEELS)

- 1-2-3 Cross/rock right over left, recover to left, step right together
- &4 (Weight on balls of both feet) move heels apart, then quickly back together

Repeat, using left foot:

- 5-6-7 Cross/rock left over right, recover to right, step left together
- &8 Click heels

KICKS/RIGHT SWEEP, KICKS/LEFT SWEEP WITH ¼ TURN LEFT

- 1& Kick right out, step right together
- 2& Kick left out, step left together
- 3 Kick right out and sweep around towards home
- 4 Step right together
- 5& Kick left out, step left together
- 6& Kick right out, step right together
- 7 Kick left and sweep around as you do a ¼ turn to the left
- 8 Touch left together

JUMPS FORWARD, JUMP BACK, FULL TURN

- 1-2 Jump forward, hold
 - 3-4 Jump back, hold
 - 5-8 Step around in place one full turn to the left in whatever style you like
- Pivot on left foot as right foot points out and pushes off 4 times, 4 hips shakes without turning, 4-count body roll in place, giddy-up, etc*

REPEAT