"SHAGGIN' THE JIVE"

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Music: "Stuck On You," Elvis Presley, Collectables DPEI-1009-A or download MP3 From Amazon
Footwork: Opposite unless noted (W's in parentheses)
Rhythm: Jive Phase III**   Time/Speed: 2:18 @ 45 RPM or as recorded, adjust to suit
**Note: Dance includes all Phase III Jive Figures as currently listed in Roundalab Standards
Sequence: INTRO A B C A(MOD) C D END   Difficulty Level: AVG   Released Apr 2013

INTRODUCTION

1 – 4   WAIT;; KICK BALL CHG TWICE; CHASSE L & R {SCP/LOD};

    1-2 LOP fcg wall wait;;
    3 Kck L twd L sd of P/ball L, cl R, kck L twd L sd of P/ball L, cl R;
    4 Sd L/cl R, sd L, sd R/cl L, sd R {SCP/LOD};

PART A

1 – 3   TWO FWD TRPLS; SWVL WLK 4; R TRNG TRPL;

    1 Fwd L/cl R, fwd L, fwd R/cl L, fwd R;
    2 Fwd L, fwd R, fwd L, fwd R;
    3 Sd L trng RF ¼/cl R, sd L, sd R trng RF 1/4cl L, sd R {SCP RLOD};

4 – 6   FALLAWAY RK ~ L TRNG FALLAWAY;;;

    4 Rk bk L, rec R to cp, sd L/cl R, sd L;
    5 Sd R/cl L, sd R, Rk bk L, rec R to fc ptr;
    6 Sd L trng LF ¼/cl R, sd L, sd R trng LF ¼/cl L, sd R {SCP LOD};

7 – 9   FALLAWAY THROWAWAY ~ CHG L TO R {BFLY};;;

    7 Rk bk L, rec R, sd L/cl R, sd L (W Rk bk R, rec L, fwd R trng LF/cl L, sd R);
    8 Sd R/cl L, sd R trng ¼ LF, rk bk L, rec R (W sd and bk L/cl R, sd L to end fcg RLOD, rk bk r, rec L);
    9 Sd L/cl R sd L trng ¼ rf (W twirl ¾ lf), sd R/cl L sd R {BFLY/WALL};

10 – 12 {BFLY} SHAG STEPS TWICE;;;

    10 Sip L, lift R, sip R, lift L;
    11 Sip L, sip R, sip L, lift R;
    12 Sip R, lift L, sip L, sip R;

PART B

1 – 3   LINK RK ~ CHG R TO L;;;

    1 Rk apt L, rec R, fwd L/cl R, fwd L {CP/Wall};
    2 Sd R/cl L, sd R, rk bk L in scp, rec R;
    3 Sd L/cl R, sd L trng ¼ lf (W twirl ¾ rf), sd R/cl L, sd R {LOP LOD};

4 – 6   CHG L TO R ~ CHG HNDS BHD THE BK {LOP/COH};;;

    4 Rk bk L, rec R, Sd L/cl R, sd L trng ¼ rf (W twirl ¾ lf);
    5 Sd R/cl L, sd R, Rk apt L, rec R;
    6 Fwd L taking W's R hnd with M's R hnd/cl R, fwd L trng LF ¼, sd and bk R plcg W's R hnd in M's L hnd/cl L, sd r trng LF ¼ to fc ptr (W fwd R/cl L, fwd R trng RF ¼, sd L/cl R, sd and bk L trng RF ¼ to fc ptr) {LOP/COH};

7 – 9   LINK ~ SD TCH ~ R TURNING FALLAWAY {BFLY};;;

    7 Rk bk L, rec R, fwd L/cl R, fwd L {CP};
    8 Sd R, tch L {SCP}, rk bk L, rec R;
    9 Sd L/cl R, sd L trng ½ rf, sd R/cl L. sd R to BFLY/WALL;

10 – 12 {BFLY} SHAG STEPS TWICE {SCP/LOD};;;

    10~12 Repeat meas 10~12 part A to SCP/LOD;;;

PART C

1 – 4   {SCP/LOD} TWO FWD TRPLS; RK THE BOAT TWICE; CHASSE L & R {BFLY}; PROG RK 4;

    1 Repeat 1 part A;
    2 Fwd L w/straight knee leaning fwd, w/rocking motion and bent knees cl R, Fwd L w/straight knee leaning fwd, w/rocking motion and bent knees cl R;
    3 Repeat meas 4 of intro to BFLY/WALL;
    4 Rk apt L, XRIF, Rk apt L, XRIF;

PART C (CON'T)

5 – 8   **THROWAWAY; LINK RK ~ JIVE WLKS;;;**

5 Sd L/cl R, sd L trng ¼ lf to LOP/LOD, sd R/cl L, sd R; (W fwd R trng LF/cl L, sd R, sd and bk L/cl R, sd L to end fcg RLOD);

6 Rk apt L, rec R trng RF, sd L/cl R, sd L;

7 Sd R/cl L, sd R {SCP}, rk bk L, rec R;

8 Fwd L/cl R, fwd L, fwd R/cl L, fwd R;

PART A(MOD)

1 – 3   **{SCP/LOD} POINT STEPS 4X;; R TRNG TRPL;**

1 Pt L fwd {looking LOD}, step on L, pt R fwd {looking bhd ptr}, stp on R;

2 Repeat previous meas;

3 Repeat meas 3 part A;

4 – 6   **FALLAWAY RK ~ L TRNG FALLAWAY;;;**

4 ~ 6 Repeat meas 4 ~ 6 part A;;;

7 – 9   **FALLAWAY THROWAWAY ~ CHG L TO R {BFLY};;;**

7 ~ 9 Repeat meas 7 ~ 9 part A;;;

10 – 12 **{BFLY} SHAG STEPS TWICE;;;**

10 ~12 Repeat meas 10 ~12 part A but blnd to SCP/LOD;;;

REPEAT PART C

PART D

1 – 4   **{SCP/LOD} THROWAWAY; CHG L TO R ~ CHG HNDS BHD BK ;;;**

1 Repeat meas 5 part C;

2 ~ 4 Repeat meas 4 ~ 6 part B;;;

5 – 7   **LINK ~ SD TCH ~ R TRNG FALLAWAY;;;**

5 ~ 7 Repeat meas 7 ~ 9 part A but blend to LOP/WALL;;;

8 – 12 **{LOP/WALL} BASIC RK ~ RK REC {BFLY};; SHAG STEPS TWICE;;;**

8 Rk apt L, rec R, Sd L/cl R, sd L;

9 Sd R/cl L, sd R, rk apt L, rec R {BFLY};

10 ~ 12 Repeat meas 10 ~ 12 part A;;;

END

1 – 4   **LINK RK ~ RK REC;; KICKBALL CHG TWICE; THROWAWAY;**

1 ~ 2 Repeat meas 1 ~ 2 part B;;

3 SCP/LOD Kck L twd LOD/ball L, cl R, kck L twd LOD/ball L, cl R;

4 Repeat meas 5 part C;

6 – 7   **LINK; SIDE TCH & HOLD;**

6 Repeat meas 7 part B

7 Sd R, tch L & hold looking COH {SCP},,;

SHAGGIN' THE JIVE – QUICK CUES**

NOTE: This quick cue card is a copy of the 5 X 8 card that I use when cueing from the floor (away from my computer), and the cues are noted as I have entered them in Dancemaster. For those of you who use the karaoke feature, I have found that using the one and a half measure figure in Jive, and entered in DM as ",;" with the comma first, then followed by the semi-colen and timed properly, allows one to precisely time the one and a half measures so that the next figure's cue can be given the exact full four beats of music before that figure is to be danced.

SHAGGIN' THE JIVE   BEEKMAN   PH III   JV**

INTRO: (LOP FCG WALL) WAIT;; KBCHG TWICE; CHASSE L & R TO SEMI;

PART A: TWO FWD TRPLS; SWVL WLK 4; R TRNG TRPL; FALWY RK,; L TRNG FALWY,; FALWY THRWY,; CHG L TO R TO BFLY,; SHAG STPS TWICE;;;

PART B: LINK RK,; CHG R TO L & L TO R;;; CHG HNDS BHD BK,; LINK TO CLSD & SD TCH,; R TRNG FALWY TO BFLY,; SHAG TWICE;; BLND TO SEMI;

PART C: TWO FWD TRPLS; RK THE BOAT TWICE; CHASSE L & R TO BFLY; PROG RK 4; THRWY; LINK RK,; JIVE WLKS,;

PART A (MOD): PT STPS 4 X;; R TRNG TRPL; FALWY RK,; L TRNG FALWY,; FALWY THRWY,; CHG L TO R TO BFLY,; SHAG TWICE;; BLND TO SEMI;

PART C: TWO FWD TRPLS; RK THE BOAT TWICE; CHASSE L & R TO BFLY; PROG RK 4; THRWY; LINK RK,; JIVE WLKS,;

PART D: THRWY; CHG L TO R,; CHG HNDS BHD BK,; LINK TO CLSD & SD TCH,; R TRNG FALWY TO L OP,; BASIC RK - RK REC TO BFLY;; SHAG TWICE;;;

END: LINK RK TO SEMI – RK REC;; KBCHG TWICE; THRWY; LINK; SD TCH & HOLD;

**** THIS DANCE INCLUDES ALL PHASE III JIVE FIGURES**