

# CHEROKEE BOOGIE

BR5-49

LEFT FOOT LEAD  
LINE DANCE  
ADVANCED

DANCE BY: BARRY WELCH  
FRESNO, CA

INTRO                  12        COUNT WAIT

A                      (8) +--- 1     Huckle Tap Gallop/ Goat On a Stick  
 (16) 2--- 1        Twist Split Tap

B                      (12) +--- 6    Half Double  
 (4) 2    1           Jump Toevine  
 (8) +--- 1        Hot Flash

Ending                (1)      1    Step

SEQUENCE: INTRO, A, B, A, B, A, ENDING

### HUCKLE TAP GALLOP

	[DT]		(xb)					(xb)		
DT	JP	S	TAP	TOE	HT	S	HT	S	TAP	HOP
L	L	R	L	L	R	R	L	L	R	L
&a	le	&	a	2	e	&	a	3	e	&
(os)										
TAP	HOP	TAP	JP	[KK]	JP	TAP	TOE	JP	TAP	[HT] [UP]
R	L	R	R	L	R	L	L	R	L	SL
a	4	e	&	5	&	a	6	&	a	7

### TWIST SPLIT TAP

	(Tw L)		[HT]		(f)		(b)		(Tw R)		[HT]		(f)		(b)		(Tw L)	
DT	BO	JP	S	SK	HOP	BR	BO	JP	S	SK	HOP	BR	BO	JP	SL	LR	BO	
L	LR	R	L	R	L	R	LR	L	R	L	R	L	R	R	R	R	LR	
&a	1	&	2	e	&	a	3	&	4	e	&	a	5					
[HT]																		
JP	S	SK	HOP	BR	BO	JP	S	SK	HOP	BR	BO							
R	L	R	L	R	LR	L	R	L	R	L	LR							
&	6	e	&	a	7	&	8	e	&	a	9							
[HT]																		
JP	S	SK	HOP	BR	S	TAP	HOP	TAP	S	BR	HOP	TAP	S					
R	L	R	L	R	R	R	L	R	L	R	L	R	R					
&	10	e	&	a	11	e	&	a	12	e	&	a	13					
(b)																		
BR	HOP	TAP	S	BR	HOP	TAP	S	BR	HOP	TAP	SL							
L	R	L	L	R	L	R	R	L	R	L	R	R	R					
e	&	a	14	e	&	a	15	e	&	a	16							

FOR THIS DANCE: TURN 1/4 RT ON 1ST BOUNCE, THEN 1/2 LT ON 2ND BOUNCE, 1/2 RT ON 3RD BOUNCE, 1/2 LT ON 4TH BOUNCE, 1/2 RT ON 5TH BOUNCE. TURN TO FACE FRONT ON ALL SPLITS.

**HALF DOUBLES**

	(f)		(Os)			[UP]
JP	DT	HOP	DT	JP	DT	SL
L	R	L	R	R	L	R
e	&	a	1	e	&a	2

**JUMP TOEVINE**

	(b)		(xb)		(Os)		(Os)		(xb)		(Os)		(Os)	
JP	BR	TOE	TAP	TOE	HT	S	HT	S	TAP	TOE	HT	S	HT	S
L	R	R	L	L	R	R	L	L	R	R	L	L	R	R
&	a	1	e	&	a	2	e	&	a	3	e	&	a	4

**HOT FLASH**

	(xb)		(xb)		(xb)	[Lsw os]								
JP	TAP	HOP	JP	TAP	HOP	JP	TAP	HOP	JP	TAP	HOP	JP	TAP	HOP
L	R	L	R	L	R	L	R	L	R	L	R	L	R	L
&	a	1	&	a	2	&	a	3	&	a	4	&	a	5
(xf)		(os)		(xf)		(os)		(xf)		(b)				
BR	HOP	BR	HOP	BR	HOP	BR	HOP	BR	JP	TAP	SL			
R	L	R	L	R	L	R	R	R	R	L	R			
e	&	a	6	e	&	a	7	e	&	a	8			