

TITLE: RAGTIME ANNIE

By: Ralph's Records

Dance by: Ginny Bartes, Phoenix, AZ
 (602-503-4560.... email: ginnyb@abilnet.com)
Easy Level Circle Dance (w/Interaction)

Start in a single circle with everyone facing Line of Dance. Assign each dancer an "A" or "B" designation, alternating A's and B's. Make the taller people "B"s, so that there is uniformity in height of the circle.

(8) Wait

PART A:

- (4) 2-Basics (L)
- (4) 1-Karate--1/2 L (L)
- (8) 4-Basics--Back (L)
- (4) 4-Runs--Forward (L)
- (4) 1-Karate--1/2 L (L)
- (4) 2-Basics (L)
- (4) 2-Kicks-- 1/4 L (L) Everyone Faces IN

PART B:

- (8) 1-Crawdaddy (L) Join Hands
 - (8) 1-Crawdaddy (R)
 - (4) 1-Triple Kick--Forward (L)
 - (4) 1-Triple--Back Up (R)
 - (4) 1-Karate (L) Drop Hands--Face Out
 - (4) 1-Fancy Double (L)
- (A=Turn Half Left; B=No Turn)
Join Hands Again

PART C:

- (4) 2-Basics--No Turn (L)
 - (4) 1-Rocking Chair (L)
 - (4) 2-Basics--Swing Right (L)
 - (4) 1-Rocking Chair (L)
 - (4) 2-Basics--Swing Left (L)
 - (4) 1-Rocking Chair (L)
 - (4) 2-Basics--Swing Right (L)
 - (4) 1-Rocking Chair--1/4 Left (L)
- (On last Rocking Chair--Everyone turns 1/4 Left to face somebody)

Continued next column.....

Note:

SWING RIGHT: Means Half Right Turn (on 2 Basics)
SWING LEFT: Means Half Left Turn (on 2 Basics)

PART D:

- (4) 1-Push Left (L) Everyone!
 - (4) 2-Basics--Forward (R)
 - (4) 1-Push Right (R)
 - (4) 2-Basics--Forward (L)
 - (4) 1-Push Left (L)
 - (4) 2-Basics--Forward (R)
 - (4) 1-Push Right (R)
 - (4) 2-Basics (L) L.O.D.
- (B's: Turn 1/2 Left on these 2-Basics to face LOD and go behind the person you last faced on the pushes by. A's: Move forward on the 2-Basics)

REPEATPART A:**REPEAT PART B:****REPEATPART C:****PART D-1:**

- (4) 1-Push Left (L) Everyone!
 - (4) 2-Basics--Forward (R)
 - (4) 1-Push Right (R)
 - (4) 2-Basics--Forward (L)
 - (4) 1-Push Left (L)
 - (4) 2-Basics--Forward (R)
- (24 counts to this point)
- (4) 1-Turning Push Off Right (R)
- EVERYONE ENDS FACING OUT**
 (A's turn 1-1/4 R and B's turn 3/4 R)

ENDING:

- (2) 2-Runs (L)
 - (4) 4-Stomps (L)
 - (4) 1-Triple Rock Heel (L)
- (On &4: A's hands go UP, B's hands go DOWN)

Instructors: If you use this dance, do not read anything into it! Take it literally, it works just as it is. Have fun!

CLAP ON THE PUSHES IN Part D:

&1 &2 &3 &4
 Clap Slap Clap

(Slap hands with person you are facing-on downbeats)

STEPS for Ragtime Annie Circle Dance

BASIC (2)

&1 (L) DS
& (R) Ball
2 (L) Step

KARATE (4)

&1 (L) DS
& (R) Kick
2 (L) Pivot 1/2 Left on ball of left foot
& [Pause--Right foot lifted]
3 (R) Step
& (L) Kick
4 (L) Lift/Slide (R)

RUN (1)

&1 (L) DS

KICK (2)

&1 (L) DS
& (R) Kick
2 (R) Lift/Slide (L)

CRAWDADDY (8)

&1 (L) DS
& (R) Rock
2 (L) Step
&a (R) DT
3 (R) Lift/Click (L)
& (R) Rock (xib)
4 (L) Step (xif)
&a (R) DT
5 (R) Lift/Click (L)
& (R) Rock (xib)
6 (L) Step (xif)
&a (R) DT
7 (R) Lift/Click (L)
& (R) Rock (xib)
8 (L) Step (xif)

LEFT FOOT LEAD: Move Right

RIGHT FOOT LEAD: Move Left

TRIPLE KICK--Forward (4)

&1 (L) DS
&2 (R) DS
&3 (L) DS
& (R) Kick
4 (R) Lift/Slide (L)

TRIPLE-Back Up (4)

&1 (R) DS
&2 (L) DS
&3 (R) DS
&4 (L) Rock-Step (R)

FANCY DOUBLE (4)

&1 (L) DS
&2 (R) DS
&3 (L) Rock-Step (R)
&4 (L) Rock-Step (R)

ROCKING CHAIR (4)

&1 (L) DS
& (R) Ball
2 (L) Step
&3 (R) DS
& (L) Brush
4 (R) Slide/Lift (L)

PUSH LEFT (4)

&1 (L) DS (ots)
&2 (R) Ball-Step (ots) (L)
&3 (R) Ball-Step (ots) (L)
&4 (R) Ball-Step (ots) (L)

Push Right: Opposite footwork & direction

TURNING PUSH OFF--Right (4)

&1 (R) DS
&2 (L) Ball-Step (R)
&3 (L) Ball-Step (R)
&4 (L) Ball-Step (R)

STOMP (1)

& (L) [Lift]
1 (L) Stomp

TRIPLE ROCK HEEL (4)

&1 (L) DS
&2 (R) DS
&3 (L) DS
& (R) Ball
4 (R) Heel (f)/Step (L) **no weight on heel**

TERMS:

DS Double step
DT Double toe only (two sounds)
Ball Weight on ball of foot-heel slightly off floor
Brush Slide ball of foot forward to straight leg
Click Heel click
Heel Heel touch only - no weight
Kick Kick straight leg forward
Lift Lift foot flat--click heel or slide on opposite foot as you lift
Rock Ball of foot-always with weight
Slide Forward movement
Step Foot flat on floor-step always takes weight
Stomp A loud step

Directions:

(xib) Cross in back
(xif) Cross in front
(f) Forward
[] No sound