

Most People

Count: 32

Wand: 4

Ebene: Improver

Choreograf/in: Guillaume Richard (FR) & Niels Poulsen (DK) - March 2022

Musik: Most People - R3HAB & Lukas Graham



**Intro: 40 counts from first beat in music. App. 21 secs. into track. Start with weight on L foot
NOTE: NO TAGS – NO RESTARTS... YOU'RE WELCOME...**

[1 – 8] ¼ R fwd, ¼ R side L, sailor ¼ R fwd, walk L R fwd, L kick out out

1 – 2 Turn ¼ R stepping R fwd (1), turn ¼ R stepping L to L side (2) 6:00

3&4 Cross R behind L (3), turn ¼ R stepping L next to R (&), step R fwd (4) 9:00

5 – 6 Walk L fwd (5), walk R fwd (6) 9:00

7&8 Kick L fwd (7), step L out to L side (&), step R out to R side (8) 9:00

[9 – 16] L sailor step, R sailor step ¼ R, L rock fwd, shuffle ½ L

1&2 Cross L behind R (1), step R to R side (&), step L out to L side (2) 9:00

3&4 Cross R behind L (3), turn ¼ R stepping L next to R (&), step R fwd (4) 12:00

5 – 6 Rock L fwd (5), recover back on R (6) 12:00

7&8 Turn ¼ L stepping L to L side (7), step R next to L (&), turn ¼ L stepping L fwd (8) 6:00

[17 – 24] R kick & touch & L kick & cross, R side rock, recover 3/8 flick, R shuffle fwd

1&2& Kick R fwd towards L diagonal (1), step down on R (&), touch L behind R (2), step down on L (&) 6:00

3&4 Kick R towards R diagonal (3), step down on R (&), cross L over R (4) 6:00

5 – 6 Rock R to R side (5), recover onto L turning 3/8 L flicking R backwards (6) 1:30

7&8 Step R fwd (7), step L behind R (&), step R fwd (8) 1:30

[25 – 32] L rock fwd, together, R rock fwd, 1/8 R & point L, clap down, ball point R, clap X 2

1 – 2& Rock L fwd (1), recover back on R (2), step L next to R (&) 1:30

3 – 4& Rock R fwd (3), recover back on L (4), turn 1/8 R stepping R to R side (&) 1:30

5 – 6& Point L to L side (5), clap hands once down at R side of hip (6), step L next to R (&) 3:00

7&8 Point R to R side (7), clap hands twice to L side and up at shoulder level (&8) 3:00

Start Again!

Ending You finish the your 7th wall facing 9:00. To end facing 12:00 just turn ¼ R stepping R fwd 12:00