

Ridin' The Rhythm

Count: 32

Wall: 4

Level: Improver

Choreographer: Peter Metelnick (UK) & Larry Bass (USA)

Music: 24 7 In My 911 - The Vengaboys



¼ RIGHT MONTEREY TURNS, LEFT SIDE ROCK TOGETHER, RIGHT SIDE TOGETHER, RIGHT SIDE SHUFFLE

- 1-2 Touch right toes to left side, turn ¼ right on left foot and step right foot together (weight ends on right)
- 3&4 Rock left foot to left side, recover weight on right foot, step left foot together
- 5-6 Step right foot to right side, stop left foot together
- 7&8 Step right foot to right side, step left foot together. Step right foot to right side turning slightly to the right

LEFT CROSS OVER, RIGHT. DIAGONAL KICK FORWARD, RIGHT BEHIND, LEFT SIDE, RIGHT OVER, ¼ RIGHT & LEFT BACK, RIGHT DRAG, RIGHT FORWARD SHUFFLE

- 1-2 Cross step left foot over right, kick right foot forward on right diagonal
- 3&4 Cross step right foot behind left, step left foot to left side, cross step right foot over left
- 5-6 Turning ¼ right step left foot back, drag right foot together (weight remains on left foot)
- 7&8 Stop right foot forward, step left foot together, stop right foot together

FUNKY HEEL TOUCHES ¼ RIGHT & LEFT BACK, RIGHT KICK FORWARD, RIGHT BACK COASTER STEP

- 1-2 Step left foot back on left diagonal, touch right heel forward & snap fingers on both hands
- 3-4 Step right foot back on right diagonal, touch left heel forward & snap fingers on both hands
- 5-6 Turning ¼ right step left foot back, kick right foot forward (optional clap)
- 7&8 Step right foot back, step left foot together, step right foot forward

WALK FORWARD 2, 2 X ¼ RIGHT HITCH TURN, LEFT FORWARD ROCK & RECOVER, LEFT BACK COASTER STEP

- 1-2 Step left foot forward, step right foot forward
- &3 Hitch left knee up & turn ¼ right on right foot, touch left toes to left side
- &4 Hitch left knee up & turn ¼ right on right foot, touch left toes to left side
- 5-6 Rock step left foot forward, recover weight on right foot
- 7&8 Step left foot back, step right foot together, step left foot forward

REPEAT
