

Walkin

Count: 48

Wall: 2

Level: Intermediate/Advanced

Choreographer: Gene Montz (USA)

Music: Walkin' on Me - Big House



HOLD 16 COUNTS

- 1 Touch right foot side right
- 2 Pivot $\frac{1}{4}$ left, touch right foot side right
- 3 Kick right foot
- 4 Touch left foot side left
- 5 Pivot $\frac{1}{4}$ right, touch left foot side left
- 6 Pivot $\frac{1}{4}$ right, touch left foot side left
- 7 Kick left foot
- & Ball with left foot
- 8 Point right foot side right

- 9 Pivot $\frac{1}{4}$ left, point right foot side right
- 10 Bring right foot behind left knee and slap with left hand
- 11 Scuff right foot about shin high
- & Step down on right foot
- 12 Cross left foot over right
- 13 Step right foot $\frac{1}{4}$ right
- 14 Swivel $\frac{1}{4}$ left placing weight on left foot
- 15 Swivel $\frac{1}{4}$ right placing weight on right foot
- & Swivel $\frac{1}{4}$ left placing weight on left foot
- 16 Swivel $\frac{1}{4}$ right placing weight on right foot

- 17 Step side left with left foot
- 18 Cross right foot over left
- 19 Make a $\frac{1}{2}$ turn left
- 20 Clap
- 21 Step right foot forward and put right hand out
- 22 Step left foot forward and put left hand out
- 23 Put right hand on right butt cheek
- 24 Put left hand on left butt cheek

- 25-26 Roll hips right
- 27-28 Roll hips left
- 29-32 Roll hips around to the left ending with weight on left foot

- 33 Step side right with right foot
- 34 Step left foot behind right
- 35 Step side right with right foot
- & Step on ball of left foot slightly behind right
- 36 Cross right foot over left
- 37 Step side left with left foot
- 38 Step right foot behind left
- 39 Step side left with left foot
- & Step on ball of right foot slightly behind left
- 40 Cross left foot over right

- 41 Step $\frac{1}{4}$ right onto right foot
- 42 Pivot $\frac{1}{2}$ turn left onto left foot
- 43 Step side right and swivel body right
- 44 Step side left and swivel body left
- 45&46 Cha, cha forward right, left, right
- 47&48 Cha, cha forward left, right, left

REPEAT
