Get With The Wicked



Count: 0 Wall: 0 Level:

Choreographer: Emma Thompson (UK)

Music: 1, 2, 3, 4 - Get With the Wicked - Richard Blackwood



Sequence: A, B, A, A, B, B1, A, A1, B, B1

PART A

SYNCOPATED GRAPEVINE, POINT, HOLD, CROSS, STEP, ½ TURN, TOUCH

1-2 Step right to right side, step left behind right

&3-4 Step right to right side, point left toe to left side, hold

5-6 Cross right over left, step left to left side 7 Turn ½ turn right stepping back on right foot

8 Touch left next to right

FORWARD SHUFFLES, ROCK, TURN, TOUCH, CROSS

Step left forward, step right next to left, step left forward

Step right forward, step left next to right, step right forward

Rock forward onto left, rock back turning ½ turn left over left shoulder

7-8 Touch right to right side, cross right in front of left

POINT, HOLD, FULL TURN, RIGHT POINT & CROSS STEP, POINT, TOUCH

1-2 Point left to left side & hold leaning body slightly to the right
3-4 Full turn over left shoulder traveling to the left
5-6 Point right to right side, cross right over left

7-8 Point left to left side, touch left next to right

STEP HALF TURN, FULL TURN, MASHED POTATOES, TOUCH

1-2 Step forward on right, make ½ turn over left shoulder

3-4 Make a full turn left moving forward

5 Step right foot forward swiveling both heels in

Swivel both heels out. Slide right back behind left, swiveling heels in Swivel both heels out. Slide left back behind right, swiveling heels in

8 Step left next to right

PART B

RUNNING MAN STEPS, KICK, STEP, DRAG, BODY ROLL, SLIDE

1& Step right forward while sliding left back, slide right under body while lifting left knee beside

right

2& Step left forward while sliding right back, slide left under body while lifting right knee beside

left

3& Kick right forward, step to right side

4 Drag left next to right

5&6 Body roll

7-8 Slide left up next to right

BODY ROLL, CROSS UNWIND, STEP, ARM WORK

1-2 Body roll

3-4 Cross right over left, unwind a half turn to the left

5 Step right to right side6 Step left to left side

7 Touch left shoulder with right hand

Touch right shoulder with right handBring right arm down to right side

RUNNING MAN STEPS, KICK, STEP, DRAG, BODY ROLL, SLIDE

1& Step right forward while sliding left back, slide right under body while lifting left knee beside

right

2& Step left forward while sliding right back, slide left under body while lifting right knee beside

left

3& Kick right forward, step to right side

4 Drag left next to right

5&6 Body roll

7-8 Slide to the left

BODY ROLL, CROSS UNWIND, ROCK & CROSS, STEP 1/4 TURN, STEP, FULL TURN TOUCH

1-2 Body roll

3-4 Cross right over left unwind ½ turn left

5&6 Rock right to right side, rock step right over left

7&8 Step left to left side, turn ¼ right, step left next to right

FULL TURN, TOUCH

1-2 Make a full turn over left shoulder traveling forward

3 Touch right next to left

PART B1

ROCK & CROSS STEP, STEP 1/4 TURN, FULL TURN, ROCK & CROSS STEP, STEP 1/4 TURN

Rock right to right side, rock step right over left
Step left to left side, turn ¼ right, step left next to right
Make a full turn left over left shoulder traveling forward
Rock right to right side, rock step right over left

1&2 Step left to left side, turn ¼ right, step left next to right

RUNNING MAN STEPS, KICK, STEP, DRAG, BODY ROLL, SLIDE

3& Step right forward while sliding left back, slide right under body while lifting left knee beside

right

4& Step left forward while sliding right back, slide left under body while lifting right knee beside

left

5& Kick right forward, step right to right side

6 Drag left next to right

7&8 Body roll

1-2 Slide to the left

BODY ROLL, CROSS UNWIND, ROCK & CROSS, 1/4 TURN, STEP, FULL TURN TOUCH

3-4 Body roll

5-6 Cross right over left, unwind ½ turn left

7&8 Rock right to right side, rock step right over left

1&2 Step left to left side, turn ¼ right, step left next to right

FULL TURN, TOUCH

3-4 Make a full turn over left shoulder traveling forward

5 Touch right next to left

PART A1

Same as Section "A" but without the last eight counts