

Fantasize

Count: 32

Wall: 4

Level: Improver

Choreographer: Sabine Sandera (AUT)

Music: Burning Up - Ashlee Simpson



TOE SWITCHES, HITCH-HEEL, COASTER STEP, SHUFFLE FORWARD

- 1&2 Touch right toe to right, step right next to left, touch left toe to left
&3&4 Step left next to left, touch right toe to right, hitch right knee up, touch right heel forward
5&6 Step right back, step left next to right, step right forward
7&8 Step left forward, step right next to left, step left forward

PIVOT ½, ½ STEP, HIP BUMPS, 2X STEP FORWARD

- 1-2 Step forward on right, pivot ½ turn to left (facing 6:00)
3-4 Step forward on right, step forward on left making a ½ turn right and bump hips back (12:00)
5&6 Bump hips forward, bump hips back, bump hips forward
&7-8 Bump hips back, step right forward, step left forward

2X SAILOR STEP, SKATE ¼ RIGHT, HEEL TWISTS, ¼ STEP

- 1&2 Cross right behind left, step left to left side, step right to right
3&4 Cross left behind right, step right to right side, step left to left side
5-6 Skate right making a ¼ turn right (but keep your head facing 12:00), twist both heels to center
7-8 Twist both heels to left (weight is on left), step right back making a ¼ turn right (facing 6:00)

HEEL JACK, CROSS, ¼ TURN RIGHT, FLICK, 2X STEP, ½ TURN LEFT, TOUCH

- 1&2 Cross left over right, step right to right, touch left heel diagonal left
&3&4 Step left next to right, cross right over left, step left to left and bend knees to lower, straighten knees to stand and twist heels to left and move body to right (facing 9:00)

Variation: on counts "&4" make a slow ¼ turn right with a body roll

- 5-6 Flick right (or touch right next to left), step right forward
7-8 Step left forward, make a ½ turn on left foot and touch right next to left (facing 3:00)

Variation: on count 8 make a sweep with a ½ left turn on left foot and touch right next to left

REPEAT

RESTART

During the 4th and 8th wall, after count 22 do following steps:

- &7-8 Twist both heels to left, step right to right, step left next to right

And restart