

Pure Fantasy

Compte: 32

Mur: 4

Niveau: Intermediate

Chorégraphe: Stephen Sunter (UK)

Musique: The Way You Love Me (Love To Infinity Mix) - Faith Hill



SCUFF, HITCH. STEP, ROLL & DIP, ROLL & DIP, POINT ¼, POINT ½

- 1&2 Scuff right next to left, hitch right knee, step back right
3 Dip down bending knees and turning upper body ¼ to the right
Roll arms in front of chest, right arm should turn toward chest
4 Straighten up and turn back to face front wall
Roll arms in front of chest, right arm should turn away from chest
5 Dip down bending knees and turning upper body ¼ to the right
Roll arms in front of chest, right arm should turn toward chest
6 Straighten up and turn back to face front wall
Roll arms in front of chest, right arm should turn away from chest
&7 Make a ¼ turn left hitching right knee, point right to right side
&8 Make ½ turn left hitching right knee, point right to right side

CROSS POINT, CROSS POINT, FULL MONTEREY TURN, POINT LEFT, CROSS, STEP BACK

- 1-2 Cross step right over left, point left to left side
3-4 Cross step left over right, point right to right side
5 Full clock wise turn on ball of left foot and step right next to left
6 Point left to left side
7-8 Cross step left over right, step back right

SIDE STEP, CROSS ROCK, ¼ SHUFFLE FORWARD, STEP ½ PIVOT, STEP

- 1-2 Step left to left side, rock right across left
3 Recover weight to left
4&5 Make ¼ turn right and shuffle forward: right, left, right
6-7 Step forward left, pivot ½ turn right
8 Step forward left

Right shoulder should be back and prepped ready for a full turn forward

FULL TURN FORWARD, STEP, TOUCH & KICK, STEP BACK, TWIST & TWIST

- 1 Make ½ turn left on ball of left foot, stepping back on right foot
2 Make ½ turn left on ball of right foot, stepping forward on left foot
3 Step forward right
4&5 Touch left toe behind right heel, step back left, kick forward right
6 Step right foot slightly back
7&8 Twist heel left, twist heels center, twist heels left making a ¼ turn right

End with weight on left foot

REPEAT
