

Something's Got A Hold On Me

COPPER KNOB
BY STEPHEN

拍數: 88 牆數: 1 級數: Improver
編舞者: Sobrielo Philip Gene (SG) - February 2016
音樂: Something's Got a Hold On Me - Christina Aguilera : (Album: Burlesque)



Intro: On the strong beat @ 0:33sec

S1: STEP TOUCHES WITH CLAPS

1-2 Step right to right(1), touch left beside right (2) (on count 2 clap hands twice &2)
3-4 Step left to left (3), touch right beside left(4)

(On count 4 clap hands once)

5-6 Step right to right(5), touch left beside right (6) (on count 6 clap hands twice &6)
7-8 Step left to left (7), touch right beside left(8)

(On count 8 clap hands once) (12:00))

S2: VINE RIGHT, VINE LEFT WITH 1/4 TURN

1-4 Step right to right(1),step left behind right(2), step right to right(3), touch left beside right (4)
5-8 Step left to left (5), step right behind left (6), making 1/4 left step left forward (7) touch right beside left(8) (9:00)

S3: STEP TOUCHES WITH CLAPS

1-2 Step right to right(1), touch left beside right (2) (on count 2 clap hands twice &2)
3-4 Step left to left (3), touch right beside left(4)

(On count 4 clap hands once)

5-6 Step right to right(5), touch left beside right (6) (on count 6 clap hands twice &6)
7-8 Step left to left (7), touch right beside left(8)

(On count 8 clap hands once) (9:00)

S4: VINE RIGHT, VINE LEFT WITH 1/4 TURN

1-4 Step right to right(1),step left behind right(2),step right to right (3), touch left beside right (4)
5-8 Step left to left (5), step right behind left (6), making 1/4 left step left forward (7) touch right beside left(8) (6:00)

S5: ROCKING CHAIR, HIP ROLLS 1/2 TURN

1-2 Rock right forward(1), recover weight onto left(2)
3-4 Rock right back (3), recover weight onto left (4)
5-6 Step right forward (5), roll hips anti clock wise turning 1/4 left(6) (3:00)
7-8 Step right forward (7), roll hips anti clock wise turning 1/4 left(8) (12:00)

S6: SHUFFLE FORWARD, PIVOT 1/2 (R/L)

1&2 Step right forward (1), step left beside right (&), step right forward (2)
3-4 Step left forward (3), pivot 1/2 right(4) (6:00)
5&6 Step left forward (5), step right beside left(&), step left forward (6)
7-8 Step right forward (7), pivot 1/2 left (8) (12:00)

S7: KICK FORWARD, KICK SIDE, COASTER (R/L)

1-2 Kick right forward (1), kick right to side (2) (12:00)
3&4 Step right back (&), step left beside right (&), step right forward(4)
5-6 Kick left to forward (5), kick left to side (6)
7&8 Step left back (7) step right beside left(&) step left forward (8) (12:00)

S8: ROCK RECOVER 1/2 SHUFFLE (R/L)

1-2 Rock forward on right (1), recover weight onto left (2)

- 3&4 Making $\frac{1}{4}$ right step right to right (3), step left beside right (&), making $\frac{1}{4}$ right step right forward (4) (6:00)
- 5-6 Rock forward on left (5), recover weight onto right (6)
- 7&8 Making $\frac{1}{4}$ left step left to left (7), step right beside left (&), making $\frac{1}{4}$ left step left forward (8) (12:00)

S9: POINT TOUCH POINT FORWARD STEP

- 1a2& Point right to right (1), touch right beside left (a), point right to right (2), cross right over left (&)
- 3a4& Point left to left (3), touch left beside right (a), point left to left (4), cross left over right(&)

POINT TOUCH POINT BACK STEP

- 5a6& Point right to right (5), touch right beside left (a), point right to right (6), step right back of left (&)
- 7a8& Point left to left (7), touch left beside right (a), point left to left (8), step left behind of right(&) (12:00)

S10: SIDE SHUFFLE (R/L)

- 1&2 Step right to right (1), step left beside right (&), step right to right (2)
- 3-4 Rock left back (3), recover weight onto right (4)
- 5&6 Step left to left (5), step right beside left (&) step left to left (6)
- 7-8 Rock right back (7), recover weight onto left (8) (12:00)

S11: 2 PIVOTS $\frac{1}{2}$ TURNS, KICK BALL STEP, STOMPS

- 1-2 Step right forward (1), pivot $\frac{1}{2}$ left (2)
- 3-4 Step right forward (3), pivot $\frac{1}{2}$ left (4)
- 5&6 Kick right forward (5), step right beside left (&), step left forward (6)
- 7-8 Stomp right (7), stomp left (8) (12:00)

Contact: sphilipg@hotmail.com
