

# The Hotel California

拍數: 32      牆數: 2      級數: Improver  
編舞者: Merete Louise Østberg (DK) - June 2022  
音樂: Hotel California - Ray Horton



**Intro: 32 counts - No tags & no restarts!**

**Section 1: R side rock, R cross shuffle, ½ L cross shuffle, ½ R cross shuffle**

1-2            Rock R to R side (1), recover on L (2) 12:00  
3&4           Cross R over L (3), Step L to L side (&), Cross R over L (4) 12:00  
5&6           Turn ½ L & cross L over R (5), Step R to R side (&), Cross L over R (6) 6:00  
7&8           Turn ½ R & Cross R over L (7), Step L to L side (&), Cross R over L (8) 12:00

**Section 2: Side L, touch together, R kick ball cross, side R, touch together, L kick ball cross**

1-2            Step L to L side (1), touch R next to L (2) 12:00  
3&4           Kick R on R diagonal (3), step R next to L (&), cross L over R (4) 12:00  
5-6           Step R to R side(5), touch L next to R (6) 12:00  
7&8           Kick L on L diagonal (7), step L next to R (&), cross R over L (8) 12:00

**Section 3: L side rock, L sailor ¼ L, R forward rock, triple ¼ R**

1-2            Rock L to L side (1), recover on R (2) 12:00  
3&4           Cross L behind R starting to turn ¼ L (7), finish ¼ L stepping R next to L (&), step L to L side (8) 9:00  
5-6            Rock R fwd (5), recover on L (6) 9:00  
7&8            Turn ¼ R stepping R fwd (7), turn ¼ L stepping L fwd (&), turn ¼ R stepping R fwd (8) 6:00

**Section 4: L forward rock , L coaster step, R & L toe switches, R & L heel switches**

1-2            Rock L fwd (1), recover on R (2) 6:00  
3&4            Step back on L (3), step R together (&), step L slightly fwd (4) 6:00  
5&6&          Point R to R side (5), step R next to L (&), point L to L side (6), step down on L next to R (&) 6:00  
7&8&          Touch R heel fwd (7), step R next to L (&), step L heel fwd (8), step L next to R (&) 6:00

**Ending: Last wall is wall 11 which starts facing 12:00. To end facing 12:00 do up to count 4 (facing 12:00).  
Stomp L to L side (5) – Ta daa!**

---