

HYPNOTIC

Count: 32

Wall: 4

Level: beginner/intermediate

Choreographer: Francien Sittrop (NL)

Music: Hypnotic - Craig David

LUNGE RIGHT, RECOVER, BEHIND, SIDE, CROSS, LUNGE LEFT, RECOVER, BEHIND, SIDE, CROSS

- 1-2 Lunge right to right side, recover on left
3&4 Step right behind left, step left to side, step right across left
5-6 Lunge left to left side, recover on right
7&8 Step left behind right, step right to right side, step left across right

You may sway your arms out when you do the lunges

LOCK STEPS FORWARD TWICE, ROCK, RECOVER, 1 ¼ TURN RIGHT

- 1&2 Step right forward, left cross behind right, step right forward
3&4 Step left forward, right cross behind left, step left forward
5-6 Rock right forward(bend knee a little bit), recover on left
7&8 Turn (just a little bit more than) 1 ¼ right with right, left, right (4:00)

Restart on wall 8

CROSS ROCK FORWARD, RECOVER, COASTER STEP, SIDE TOUCH STEPS, KICK BALL STEP

- 1-2 Rock left across right(bend knee a little bit), recover on right(and rondé your left foot around your right ready to do the coaster step)
3&4 Step left back, step right next to left, step left forward
5&6& Touch right toe to right side, step right next to left, touch left toe to left side, step left next to right
7&8 Right kick forward, step right next to left, left step forward (move forward)

STEP FORWARD ¼ TURN LEFT TWICE WITH HIP SWAYS, STEP FORWARD, LEFT KICK, BEHIND SIDE, CROSS

- 1-2 Step right forward, make ¼ turn left (with hip sways)(12:00)
3-4 Step right forward, make ¼ turn left (with hip sways)(9:00)
5-6 Step right forward, left kick diagonal forward
7&8 Step left behind right, step right to right side, step left across right

REPEAT

RESTART

On wall 8 after 16 counts. Dance wall 8 (3:00) until count 14 (rock right forward, recover on left) then dance:

- 7&8& Turn 1 ¼ turn right with right, left, right, step left next to right (6:00)

Adding an extra step on the last & count to let you start again lunging right to right side. Start all over again with count 1