

Dizzy

Choreographer: Jo Thompson
Description: 32 count, 4 wall, intermediate line dance
Music: **Dizzy** by Scooter Lee

Beats / Step Description

ROCK, STEP, COASTER STEP, STEP, 1/2 TURN, STEP, 1/2 TURN

1-2 Rock forward with right, replace weight back to left foot
3&4 Step back with right, step together with left, step forward with right
5-6 Step forward with left, turn 1/2 right shifting weight forward to right foot
7-8 Step forward with left, turn 1/2 right shifting weight forward to right foot

CROSS, SIDE, SAILOR SHUFFLE, CROSS, SIDE, SAILOR SHUFFLE

1-2 Step left across in front of right, step right to right side
3&4 With body facing slightly left, step left behind right, rock to right side with ball of right foot, step slightly forward with left
5-6 Step right across in front of left, step left to left side
7&8 With body facing slightly right, step right behind left, rock to left side with ball of left foot, step slightly forward with right

CROSS, SIDE, BACK SHUFFLE, ROCK BACK, FULL TURN LEFT TURN FORWARD

1-2 Step left across in front of right, step right to right side turning 1/4 left
3&4 Step back with left, step together with right, step back with left
5 Rock back with right foot allowing body to turn slightly right to prep for upcoming turn.
6 Replace weight forward to left foot, starting to turn left 1/2.
7 After completing 1/2 left on left foot, step back with right, continuing to turn left.
8 After completing 1/2 left on right foot, step forward with left, you will have done one full turn forward.

SHUFFLE FORWARD, STEP, 1/2 TURN, SHUFFLE FORWARD, STEP, 1/2 TURN

1&2 Step forward with right, step together with left, step forward with right
3-4 Step forward with left, turn 1/2 right shifting weight forward to right foot
5&6 Step forward with left, step together with right, step forward with left
7-8 Step forward with right, turn 1/2 left shifting weight forward to left foot

At the end of the song, you will have 2 extra beats. Stomp right, left in place to finish.

Smile and Begin Again