Smash It

Choreographer:Barry & Dari Anne AmatoDescription:32 count, 2 wall, intermediate line danceMusic:Superstar (Smash It) by Kimberly Cole

Intro: 16 counts

Beats / Step Description

STEP FORWARD, HOLD, STEP FORWARD, BALL CHANGE, WEAVE, BALL CHANGE

- 1-2-3 Step right forward, hold, step left forward
- &4 Step on ball of right out to right side, change weight to recover to left in place
- 5-6 Cross right over left, step to left on left
- 7&8 Cross right behind left, step on ball of left to side, change weight to recover to right in place

MODIFIED WEAVE WITH A ¼ TURN, STEP FORWARD, ½ TURN PIVOT, TOE SWITCHES

- 1-2 Cross left behind right, turn ¹/₄ right and step right forward
- 3-4 Step left forward, ¹/₂ turn pivot to right with right taking weight
- 5-6&7 Touch left toe forward, hold, step on left together, touch right toe forward
- &8 Step on right together, touch left toe forward

SIDE TOE SWITCHES, HITCH, STEP SIDE, CROSS, STEP SIDE, ¼ TURN PIVOT

- &1& Step on left together, touch right toe to right side, step right together
- 2&3 Touch left toe to left side, step left together, touch right toe to right side 4 Hitch right knee
- 5-8 Step to right on right, cross left over right, step to right on right, with weight on right, turn ¹/₄ left with left taking weight

KICK FORWARD, TURN ¼ RIGHT AND STEP, STEP OUT, ELVIS KNEES, KICK, BALL, STEP FORWARD ½ TURN PIVOT, HOLD

- 1&2 Kick right forward, pivoting on ball of left, open a turn ¹/₄ right and step down on right, step out on left so that feet are shoulder width apart
- 3-4 Bend right knee in, bend left knee in as you recover right knee back out
- 5& Kick left forward, step on ball of left in place
- 6-8 Step right forward, ¹/₂ turn pivot left with left taking weight, hold

Smile and Begin Again

TAG

After four walls (facing 12:00)

1-4 Step forward in ball of right, leaving weight left back. As you do this, roll your right hip to the right for 4 counts

Weight remains left back so that you are ready to step forward on your right at top of dance