

FROM THE SHADOWS OF FIRE

LINEDANCE.COM

Count: 32

Wall: 4

Level: intermediate

Choreographer: The Phoenix

Music: Got To Get It by Sisqo

BACK, TOUCH, (½-LEFT) BODY ROLL, TOGETHER, SIDE CHASSE, HIP BUMPS

- 1-2 Step right back, touch left toe back
- 3 On balls of both feet pivot ½ turn over left shoulder: while completing a body roll upwards
- 4 Step right beside left
- 5&6 Step left to left side, step right beside left, step left to left side
- 7&8 Bump hips: left, right, left

SYNCOPATED SIDE CHASSES, SNAKE ROLL, HIP BUMPS

- & Hold for 1 count
- 1-2 Step left beside right, step right to right side
- & Hold for 1 count
- 3-4 Step left beside right, step right to right side

For extra styling try snake rolling on the hold beats above

- 5-6 Complete a snake roll to your right
- 7&8 Bump hips: left, right, left

STEP, SPIN (1¼-LEFT), SIDE CHASSE, HIP BUMPS

- 1 Step right forward
- 2 Raise both arms to both sides at shoulder level with palms facing up so your arms are now bent imitating the letter 'W' where the left & right points are your arms, and the center is your body

3-4(Keeping hands in position) while touching right toe to right side spin 1 ¼ turns left on ball of left foot

- 5&6 Drop hands from here: step right to right side, step left beside right, step right to right side
- 7&8 Bump hips: right, left, right

KICK-BALL-SIDE, TOUCH, SIDE, STEP, STEP, SPIN FULL TURN, TOUCH: IN-OUT-STOMP

- 1&2** Kick right forward, step right beside left, step left to left side
- 3&4** Touch right beside left, step right to right side, step left beside right
- 5** Step right forward: raising both arms to both sides at shoulder level with palms facing up so your arms are now bent imitating the letter 'W' where the left & right points are your arms, and the center is your body
- 6** Keeping hands in position: while touching right toe to right side: spin 1 full turn left on ball of left foot
- 7&8** Drop hands from here: touch right beside left, touch right toe to right side, up-stomp right beside left

REPEAT