

Hungover

LINEDANCE.COM

Count: 32 **Wall:** 4 **Level:** Improver

Choreographer: Noe Roldan - March 22, 2015

Music: Hangover Tonight by Gary Allan

No Tags - No Restarts

KICK N' POINT - KICK N' POINT - HALF TURN WITH SAILOR/COASTER

1. Right heel tap forward, bring foot back next to left
2. Left toes touch left
3. Left heel tap forward, bring foot back next to right
4. Right toes touch right
5. Quarter turn left and bring feet together
- 6,&. Quarter turn left while doing a sailor step with the left leg, bring right foot back
7. Step left foot forward
8. Step right foot forward

CHARLESTON WITH A KNEE HITCH - SWIVELS - HEEL DIP

9. Hitch left knee up
10. Step left foot back
11. Step right foot back
12. Bring right foot next to left
13. With feet together swivel heels to right
14. With feet together swivel toes to right
15. With feet together bring heels to center
16. Quarter turn right pivoting on right heel and left toes (heel dip)

GRAPEVINE LEFT - SHUFFLE FORWARD - HALF TURN - FULL TURN (SPIN)

17,&,18. Step left leg to side, cross right behind, step left to side

19,&,20. Shuffle forward right, left, right (can be replaced by a lock step)

21,&,22. Step left foot forward, pivot half turn over right shoulder, step left foot forward

23. Step right foot forward and pivot half turn over left shoulder

&. Step left leg back while continuing another left half turn

24. Bring right foot next to left but keep them separated at least at shoulder distance

(Alternative For Beginners) March In Place

23,&,24. March right, left, right

PIGEON TOED TO RIGHT - BRUSH STOMP - SWAY RIGHT - SWAY LEFT

25. Swivel right heel and left toes simultaneously to the right

26. Swivel right toes and left heel simultaneously to the right

27,&,28. Repeat step 25, Repeat step 26, Repeat step 25

29. Scuff right heel (hitch knee for style)

30. Stomp right foot back in place

31. Push shoulders to right with a sway while rolling hips

32. Push shoulders to left with a sway while rolling hips

Contact: musicmaker74@gmail.com