

Hottest Thing In Town

Web site: www.linedancermagazine.com

E-mail: admin@linedancermagazine.com

36 Count, wall, Intermediate Choreographer: John Warnars (NL) Feb 2010 Choreographed to: Hottest Thing In Town by Billy Joe Shaver (138 bpm)

Intro 24 counts

CROSS STEP, POINT, CROSS STEP, POINT, CROSS ROCK, RECOVER, SIDE SHUFFLE $^{\prime\prime}_4$ TURN:

- 1. RF Cross right over left
- 2. LF Tap left toe to left side
- 3. LF Step left crossed over right
- 4. RF Touch right toe to right side
- 5. RF Step/rock right over left
- 6. LF Recover weight on LF
- 7. RF Step right to right side
- & LF Step/close next right
- 8. RF Step right with ¼ turn clockwise to front

CROSS STEP, POINT, CROSS STEP, POINT, CROSS ROCK, RECOVER, SIDE SHUFFLE ¼ TURN;

- 1. LF Step left crossed over right
- 2. RF Touch right toe to right side
- 3. RF Cross right over left
- 4. LF Tap left toe to left side
- 5. LF Step/rock left over right
- 6. RF Recover weight on RF
- 7. LF Step left to left side
- & RF Step/closes next left
- 8. LF Step left with 1/4 turn to front

CROSS ROCK, RECOVER, SIDE SHUFFLE $\frac{1}{4}$ TURN, $\frac{1}{4}$ TURN, $\frac{1}{2}$ TURN, CROSS SHUFFLE;

- 1. RF Step/rock right over left
- 2. LF Recover weight on LF
- 3. RF Step right to right side
- & LF Step/close beside right
- 4. RF Step right with 1/4 turn clockwise to front
- 5. LF Step with ¼ turn to right side
- 6. RF Step right with $\frac{1}{2}$ turn to right side
- 7. LF Step left crossed over right
- & RF step right to right side
- 8. LF Step left crossed over right

3 X 1/4 PADDLE TURN, KICK BALL CROSS;

- 1. RF Step forward
- 2. L+R Make a ¼ turn left
- 3. RF Step forward
- 4. L+R Make a ¼ turn left
- 5. RF Step forward
- 6. L+R Make a ¼ turn left
 7. RF Kick diagonally to the right
- 7. RF Rick diagonally to the r
- & RF Step right behind left
- 8. LF Step left crossed over right

MONTERY 1/2 TURN;

- 1. RF Touch right toe to right side
- 2. LF Make a ½ turn right & step right next to left
- 3. LF Tap left toe to left side
- 4. LF Step/close beside right (weight on LF)

Restarts