

Holy Ghost

Count: 32

Wall: 2

Level: Improver

Choreographer: Kira Drago (IT) - May 2020

Music: West Coast - Imagine Dragons



Start Dancing After 32 Counts

[1-8] LONG STEP RIGHT, COASTER STEP, ROCK SIDE WAVE MOVING TO LEFT, SIDE ROCK STEP TO LEFT

- 1 – 2 Long Side Step To Right, Touch L.F. Near R.F. (Weight On Right);
- 3&4 Step Left Back, Step Right Together, Step Left Forward;
- 5&6 Cross Right Behind Left, Step Left Side, Cross Right Over Left Forward;
- 7 – 8 Rock Side Left Step, Recover To Right;

[9-16] ¼ TURN SHUFFLE STEP TO LEFT, FULL TURN, ROCK STEP RIGHT, COASTER STEP

- 1&2 Left Side Step Turn ¼ To Left; R.F. Near To L.F.; Left Step Forward;
- 3 – 4 Turn ½ To Left (Weight On R.F.); Turn ½ To Left (Weight On L.F.);
- 5 – 6 Right Rock Step, Recover To Left;
- 7 – 8 Step Right Back, Step Lefttogether, Step Right Forward;

[17-24] HEEL GRIND TURN ¼ TO LEFT, JAZZ BOX CROSS, SHUFFLE STEP TO RIGHT

- 1 – 2 Step Left Heel Forward&Turn ¼ To Left (Weight On Left);
- 3 – 6 Cross R.F. Over L.F, Step Left Back, Step Right To Right Side, Cross L.F Over R.F.;
- 7&8 Right Side Step To Right, Recover Left Together; Right Side Step To Right;

[25-32] LEFT ROCK STEP BACK, SHUFFLE STEP TO LEFT, RIGHT ROCK STEP BACK, KICK BALL CHANGE

- 1 – 2 Left Rock Back Step, Recover To Right;
- 3&4 Left Side Step To Left, Recover Right Together; Left Side Step To Left;
- 5 – 6 Right Rock Back Step, Recover To Left;
- 7&8 Kick R.F Forward, Bring R.F. Next To L.F, Step Left Slightly Forward;

*1° TAG (4 counts) END 2° WALL FACING 00.00

KICK BALL CHANGE, STOMP, PAUSE

- 1&2 Kick R.F Forward, Bring R.F. Next To L.F, Step Left Slightly Forward;
- 3 – 4 Right Stomp Up; Pause (1 Count)

**2° TAG (8 counts) END 7° WALL FACING 06.00;

LONG STEP TO RIGHT, COASTER STEP, FULL TURN TO LEFT, RIGHT STOMP, PAUSE

- 1 – 2 Long Side Step To Right, Touch L.F. Near R.F. (Weight On Right)
- 3&4 Step Left Back, Step Right Together, Step Left Forward;
- 5 – 6 Right Step To Left Turning ½ To Left; Left Step To Left Turning ½ To Left;
- 7 – 8 RIGHT STOMP UP; PAUSE (1 count).