

Come Turn Me on



Choreographed by Mark Simpkin

Music: Come Turn Me On by Casey Barnes

Dance Description: 32 Counts, 4 Wall, Intermediate

Intro: Starts on the word 'thirsty' - after 16 counts. Weight is on the Left.

3.04 mins BPM 112

Restart after 16 counts on wall 4 & 8. Dance to count 15 and modify the **step R side** to **step R touch** and restart

Step Side R – 1/4 L Coaster – Ball Back Together – L Rock – Recover Together – R Rock – Recover Together

1 2&3 Step R to R side, Turn 1/4 L stepping Back L, R tog, Step Fwd L (9.00)
&4& Step R beside L, Step L back, Step R beside L
5&6 Rock/Sway L forward rolling hip anti – clockwise, Recover R, Step L beside R
7&8 Rock/Sway R forward rolling hip clockwise, Recover L, Step R beside L

L Forward – 1/4 R Pivot – Weave – Cross 1/2 R Unwind – Kick Ball Side #

1 2 Step L forward, 1/4 R pivot (12.00)
3&4& Cross L over R, Step R to R side, Step L behind R, Step R to R side
5&6 Cross L over R, Unwind 1/2 R stepping taking weight on R (6.00)
7&8 Kick L forward, Step L beside R, Step R to R side (kick ball side)

L Sailor – 1/4 R Sailor Step – Forward 1/2 Pivot – Shuffle Forward LRL

1&2 Step L behind R, Step R to R side, Step L in place, (sailor step)
3&4 Turn 1/4 R stepping R back, Step L beside R, Step R forward (turning sailor step) (9.00)
5&6 Step L forward, 1/2 R pivot (3.00)
7&8 Step L forward, Step R beside L, Step L forward (shuffle LRL)

Forward 1/2 L Pivot – Turn 1/4 L Step R to R side – Cross L over R – Turn 1/4 L Sweep – Behind Side Cross – Hold Ball Cross

12 Step R forward, 1/2 L pivot (wgt on L) (9.00)
3&4 Turn 1/4 L stepping R to R side, Step L across R, Turn 1/4 L stepping R back sweeping L around, (3.00)
5&6 Step L behind R, Step R to R side, Cross L over R,
7&8 Hold, Step R to R side, Cross L over R (ball cross)

Restart

During wall 4 (9.00) restart after 16 counts (3.00) modify the

Kick L forward, Step L beside R, Step R to R Side (**kick ball side**) to Kick L forward, Step L beside R, Touch R beside L (**kick ball touch**)

During wall 8 (12.00) restart after 16 counts (6.00) modify the

Kick L forward, Step L beside R, Step R to R side (**kick ball side**) to Kick L forward, Step L beside R, Touch R beside L (**kick ball touch**)
