

SOMETHING GOOD

SONG – “SOMETHING TELLS ME I’M INTO SOMETHING GOOD” by HERMAN’S HERMITS

ALBUM THE VERY BEST of HERMAN’S HERMITS

CHOREGRAPHER by - PAM PROBERT QLD AUSTRALIA pamseye@hotmail.com

ORIGINAL POSITION- FEET TOGETHER WEIGHT ON LEFT

BEATS- 48 / 4 WALL DANCE / 16 BEAT INTRO STARTS BEFORE LYRICS

RE-START 1 RE- START ON WALL 3 # FACING BACK

CROSS ROCK RIGHT OVER LEFT, RECOVER, 1/4 TURN RIGHT, SCUFF, STEP, LOCK, STEP, SCUFF

1-2-3-4 CROSS RIGHT OVER LEFT, RECOVER ONTO LEFT, TURN ¼ RIGHT STEPPING RIGHT FWD, SCUFF LEFT FWD
5-6-7-8 LEFT LOCK FWD, SCUFF RIGHT

BOX TURN ¼ TURN RIGHT, SCUFF, VINE RIGHT, POINT TOE TO SIDE

1-2-3-4 CROSS RIGHT OVER LEFT, STEP BACK ON LEFT, TURN ¼ RIGHT STEPPING RIGHT FWD, SCUFF LEFT FWD
5-6-7-8 CROSS LEFT OVER RIGHT, STEP RIGHT TO RIGHT SIDE, STEP LEFT BEHIND RIGHT, POINT RIGHT TOE TO SIDE

ROCK BACK, RECOVER, RIGHT KICK BALL CHANGE, STEP PIVOT, STEP, TAP

1-2, 3&4 ROCK BACK ON RIGHT, RECOVER ONTO LEFT, RIGHT KICK BALL CHANGE
5-6-7-8 STEP ON RIGHT PIVOT ½ TURN LEFT, STEP FWD ON RIGHT, TAP LEFT TOE NEXT TO RIGHT

ROCK BACK, RECOVER, LEFT KICK BALL CHANGE, STEP PIVOT, STEP, TAP

1-2, 3&4 ROCK BACK ON LEFT, RECOVER ONTO RIGHT, LEFT KICK BALL CHANGE
5-6-7-8 STEP ON LEFT PIVOT ½ TURN RIGHT, STEP FWD ON LEFT, TAP RIGHT TOE NEXT TO LEFT

SIDE, BEHIND, ¼ RIGHT STEP, SCUFF, ¼ RIGHT SIDE STEP # BEHIND, ¼ LEFT STEP, SCUFF

1-2-3-4 STEP RIGHT TO RIGHT SIDE, STEP LEFT BEHIND RIGHT, ¼ TURN RIGHT STEPPING RIGHT FWD, SCUFF LEFT TURNING ¼ RIGHT
5-6-7-8 STEP LEFT TO LEFT SIDE, STEP RIGHT BEHIND LEFT, ¼ TURN LEFT STEPPING LEFT FWD, SCUFF RIGHT FWD

STEP PIVOT, STEP PIVOT, ROCK FORWARD RECOVER, SIDE ROCK RECOVER

1-2-3-4 STEP RIGHT FWD, PIVOT ½ TURN LEFT, STEP RIGHT FWD, PIVOT ½ LEFT (ALTERNATELY ROCKING CHAIR)
5-6-7-8 ROCK RIGHT FWD, RECOVER ONTO LEFT, ROCK RIGHT OUT TO RIGHT SIDE, RECOVER ONTO LEFT.

BEGIN AGAIN

RE-START ON WALL 3, DANCE UPTO # COUNT 37, HOLD, RE-START FACING BACK WALL

ENDING/ DANCE UPTO COUNT 40. THEN STEP PIVOT AND STEP TOGETHER, YOU WILL BE FACING THE FRONT.

ENJOY