

HIGH CLASS

Choreographed by Michael Metzger (April 2016), metzgersf@yahoo.com

Description: 32 count, 4 wall, improver line dance

Music: **High Class** by Eric Paslay

Intro: 32

BODY ROLL LEFT, BODY ROLL RIGHT, STEP TOGETHER, STEP SIDE, TOUCH IN, TOUCH OUT, HOLD, BALL, CROSS

1, 2 Move right hand from right to left across chest leading shoulders to left and hips follow (weight to left foot) (go down into your knees - it's more fun!)

3, 4 Move left hand from left to right across chest leading shoulders to right and hips follow (weight to right foot) (go down into your knees here too!)

5&6 Step left foot together, Step right foot to side, Touch left foot together, Touch left foot to side

7&8 Hold, Step ball of left foot together, Cross right over left

SCISSORS STEP, POINT, TOUCH BEHIND, UNWIND, WIND, POINT, CLAP, CLAP

1&2 Step left foot to side, Step right foot together, Cross left over right

3, 4 Point right foot to side, Touch right foot behind left

5, 6 Unwind ½ to right taking weight to right foot (6:00), "Rewind" ½ left taking weight back to left foot (12:00)

7&8 Point right foot to side, Clap, Clap

****RESTART HERE on wall 2****

¼ PIVOT, ¼ PIVOT, ROCK, RECOVER, STEP TOGETHER, SHUFFLE FORWARD

1, 2 Step right foot forward, Pivot ¼ left and take weight to left foot (9:00)

3, 4 Step right foot forward, Pivot ¼ left and take weight to left foot (6:00)

5, 6& Rock right foot forward, Recover to left foot, Step right foot together

7&8 Shuffle forward left foot, right foot, left foot

HEEL DIG WITH ¼ TURN, COASTER STEP, SCUFF, HITCH, STOMP, HEEL SWIVEL, HEEL SWIVEL

1, 2 Step forward on right heel, Turn ¼ right and step left foot back (9:00)

3&4 Step back on right foot, Step left foot together, Step right foot forward

5&6 Scuff left foot forward, Hitch left foot next to right knee, Stomp left foot down (a bit wider than shoulder width)

7&8& Swivel right heel in, Swivel right heel out, Swivel left heel in, Swivel left heel out

RESTART

After 16 counts on wall 2, Restart from the beginning