

Empty Room

INTERMEDIATE

32 Count 2 Walls

Choreographed by: Roy Thompson

Choreographed to: Empty Room by Sanna Nielsen

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- 1** **SIDE BEHIND SIDE. CROSS ROCK RECOVER. SIDE, CROSS 1/4 HINGE. 1/4 HINGE. JAZZ BOX**
1 & 2 Step Right To Right Side, Step Left Behind Right, Step Right To Right Side
3 & 4 Cross Left Over Right, Recover On Right, Step Left To Left Side
5 & 6 Cross Right Over Left, 1/4 Turn Right Stepping Back On Left, 1/4 Turn Right Stepping Right To Right Side
7 & 8 Cross Left Over Right, Step Back On Right, Step Left To Left Side
- 2** **CROSS. 1/2 HINGE. RIGHT CHASSE. ROCK BACK RECOVER. 1/4 TURN. BACK LOCK. 1/2 TURN. PIVOT 1/2 TURN**
1 & Cross Right Over Left, 1/2 Hinge Turn Right
2 & 3 Step Right To Right Side, Step Left Next To Right, Step Right To Right Side
& 4 Rock Left Behind Right, Recover On Right
5 1/4 Turn Right Stepping Back On Left
& 6 & Step Back On Right, Cross Left Over Right, Step Back On Right
7 1/2 Turn Left Stepping Forward On Left
& 8 Step Forward On Right, Pivot 1/2 Turn Left Placing Weight On Left
- 3** **SIDE. TOUCH. 3/4 TURN. COASTER STEP. RHUMBA BOX.**
1 & Step Right To Right Side, Touch Left Next To Right
2 & 1/4 Turn Left Stepping Onto Left(2nd Restart On Wall 5), 1/2 Turn Left Stepping Back On Right
3 & 4 Step Back On Left, Step Right Next To Left, Step Forward On Left (1st Restart On Wall 2)
5 & 6 Step Right To Right Side, Step Left Next To Right, Step Back On Right
7 & 8 Step Left To Left Side, Step Right Next To Left, Step Left Forward
- 4** **1/4 TURN STEP LOCK. FORWARD ROCK RECOVER. 1/2 TURN. FORWARD FULL TURN. 1/4 PIVOT CROSS**
1 & 2 1/4 Turn Right Stepping Forward On Right, Lock Left Behind Right, Step Forward On Right
3 & 4 Rock Forward On Left, Recover On Right, 1/2 Turn Left Stepping Forward On Left
5 & 6 Moving Forward Make A Full Turn Over Left Shoulder Stepping Right, Left, Right
7 & 8 Step Forward On Left, Pivot 1/4 Turn Right Placing Weight On Right, Cross Left Over Right
- Tag** **2 Count Tag At End Of Wall 1**
1 - 2 Sway Right. Sway Left
- Restart 1** **On Wall 2 After 20 Counts**
- Restart 2** **On Wall 5 After 18 Counts**
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