

Evil Weevil

32 count, 4 wall, Intermediate level

Choreographer : Bill Bader (Canada)

Choreographed to : Crime Of Passion by Ricky Van Shelton (152 bpm); All Shook Up by Billy Joel; Neon Leon by Sammy Kershaw; That'll Be The Day by Buddy Holly

DIAGONAL RIGHT: FORWARD STEP, SLIDE STEP, FORWARD STEP, SLIDE STEP

- 1 Step right forward and right (toe forward to 12:00)
- 2 Slide/step left forward beside right
- 3-4 Repeat counts 1-2 (step right forward and right, slide left beside)

KICK-BALL-CHANGE, STOMP, HEEL

- 5 Kick right forward
- & Step toe/ball to right beside left heel
- 6 Step left slightly forward
- 7 Stomp down right (flat foot) slightly forward
- &8 Raise and lower right heel

SWIVET RIGHT, RETURN, SWIVET RIGHT, SPIN ½ LEFT

- 9 Swivet right. Simultaneously fan right toe right and left heel left
- 10 Return both feet to centre
- 11 Swivet right (as in count 9). Think of this as a windup for the upcoming turn.
- 12 Pivot on left toe/ball turning ½ left to face 6:00 wall. Lower the right toe just prior to the spin and use it to push off.

SEVEN STEP WEAVE RIGHT, DIAGONAL HEEL

- 13 Sidestep right
- 14 Cross-step left behind
- 15 Sidestep right
- 16 Cross-step left in front
- 17 Sidestep right
- 18 Cross-step left behind
- 19 Sidestep right
- 20 Touch left heel forward to left diagonal

4 DWIGHT SWIVELS LEFT

- 21 Swivel right heel to left while touching left toe beside
- 22 Swivel right toe to left while touching left heel beside
- 23 Swivel right heel to left while touching left toe beside
- 24 Swivel right toe to left while touching left heel beside

SWIVEL HEELS-TOES-HEELS-TOES LEFT

- 25 Swivel both heels to left. Bend knees noticeably.
- 26 Swivel both toes to left. Straighten knees.
- 27 Swivel both heels to left. Bend knees noticeably.
- 28 Swivel both toes left to centre. Straighten knees.

MONTEREY TURN ¼ RIGHT

- 29 Touch right toe to right side
- & Pivot on left ¼ right and start to close right
- 30 Step right beside left
- 31 Touch left toe to left side
- 32 Step left beside right