

## Wicked Game

32 Count, 4 Wall, Intermediate

Choreographer: Jo Thompson Szymanski (USA) Jul 2008

Choreographed to: Wicked Game by Chris Isaak

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### 64 count intro, start with vocals

#### Section 1 Point/Lunge, Slowly Rise, Forward Rumba Basic

- 1 **Lunge:** Point R toe to right bending L knee into a lunge position (1)  
**Note: The lunge can be very shallow or deep depending on your leg strength.**  
**Styling: Bring R shoulder forward, L shoulder back so body is at a slight angle.**
- 2-4 **Rise:** Slowly straighten L knee dragging R foot in toward L squaring body up (2,3,4)  
**Option: Easier version for counts 1-4:**  
1-2 Step R to right swaying body right for 2 counts  
3-4 Sway body left for 2 counts ending with weight on L
- 5 Step R forward
- 6-8 Rock L forward (6); Recover onto R (7); Step L back (8) (12:00)

#### Section 2 Spiral 1/2 Turn Right, Pivot 1/2 Right Turn, 1/2 Left Turn

- 1 Turn 1/2 right keeping weight on L allowing R leg to drape across front of L (6:00)
- 2-4 Step R forward (2); Step L forward (3); Turn 1/2 right shifting weight to R (4) (12:00)  
**Non-turning option for counts 9-12:**  
**Hold (1); Rock R back (2); Recover onto L (3); Step R forward (4) (12:00)**
- 5 Hold (5)
- 6-8 Step L forward turning 1/2 left (6); Step R back (7), Step L back (8) (6:00)

#### Section 3 Hip Rocks, Cross Break

- 1 Hold (1)
- 2-4 Step R to right shifting hips right (2); Shift hips left (3); Shift hips right (4)
- 5 Hold (5)
- 6-8 Cross rock L over R (6); Recover onto R (7); Step L to left (8) (6:00)

#### Section 4 3/4 Walk Around Turn, 3 Latin Walks, 1/2 Turn Left

- 1 Hold (1)
- 2-4 Turn 1/4 left step R forward (2); Turn 1/2 left shifting weight to L (3);  
Step R forward (4) (9:00)
- 5 Hold (5)
- 6-8 Step L forward, (6); Step R forward (7); Step L forward (8)
- & Turn sharply 1/2 left on L (&) (3:00)

**Start again from the beginning.**

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