

Gin Fizz

32 Count, 2 Wall, Intermediate

Choreographer: Malene Jakobsen (DE) & Amy Christian (USA)

Nov 2015

Choreographed to: Bop Bop (Single) by Inna
feat. Eric Turner

Intro: 32 counts 17 seconds into track, dance begins with weight on L

1-9 FWD, TOUCH BEHIND, BACK-SWEEP, BEHIND, SIDE, CROSS SHUFFLE, TAP, PRESS, RECOVER, BEHIND, SIDE, CROSS

- &1-2 (&) Step fwd on R, (1) Touch L behind R, (2) Step back on L – Sweeping R behind 12.00
3& Step R behind L, (&) Step L to left side 12.00
4&5 Cross R over L, (&) Step L to left side, (5) Cross R over L 12.00
&6-7 (&) Tap L to left side, (6) Press on ball of L, (7) Recover on R 12.00
8&1 Step L behind R, (&) Step R to right side, (1) Cross L over R 12.00

10-16 1/4, 1/2 SHUFFLE, HEEL ROCK, RECOVER, BACK, L COASTER STEP

- 2 1/4 Turn left stepping back on R, 9.00
3&4 Shuffle 1/2 turn left, L, R, L 3.00
&5 (&) Rock fwd on R heel, (5) Recover on L 3.00
6 (Step back on R 3.00
7&8 Step back on L, (&) Step R next to L, (8) Step fwd. on L 3.00

17-25 BALL STEP 1/4, SHORTY GEORGE, BOUNCE 1/4, KICK BALL CROSS, SIDE

- &1-2(&) Step R next to L, (1) step fwd. on L, (2) turn 1/4 R 6.00
3& Kick L to right diagonal, (&) Step L next to R 6.00
4&5 Step fwd R, L, R on balls of feet, bending knees & swinging hips left, right, left 6.00
&6 (Bounce heels up then down making 1/4 L 3.00
7&8& Kick L diagonally L, (&) step L next to R, (8) cross R over L, (&) step L to L 3.00

26-32 SLOW SAILOR, SAILOR, BACK ROCK, 1/4, 1/4

- 1-2-3 Cross R behind L, (2), step L to L, (3) step R to R 3.00
4&5 Cross L behind R, (&) step R to R, (5) step L to L 3.00
&6 (&) Rock back on R, (6) recover onto L 3.00
7-8 Turn 1/4 L stepping back on R, (8) turn 1/4 L stepping fwd. on L 9.00

Tag:: There are 2 tags – after wall 3 facing 3.00 and after wall 6 facing 6.00

TAG FWD., TOUCH BEHIND, BACK, 1/2, CHASE TURN, HOLDS

- &1 (&) Step fwd on R, (1) Touch L behind R
2-3 Step back on L, (3) 1/2 Turn right, stepping fwd on R
4&5 Step fwd. on L, (&) Turn 1/2 R, (5) Step fwd. on L
6-7-8 Hold (option: Wiggle)