

GET HAPPY Bewitched
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 Intermediate 16/16

INTRO: (8) Wait
 (8) 1 Cowboy Spin (L) Full L
 (4) 1 Joey (L)
 (4) 1 Stomp Double (R) STOMP DS DS BS
 (4) 1 Mountain Goat (L)
 (4) 1 Stomp Rock Slide (L) STOMP B(xf)S B(os)S B(ib) L/S

PART A: (4) --1 Swish (L)
 (4) 1 Triple (L) DS DS DS BS
 (4) 2 1 Rocking Chair (R) 1/2 R DS BR L/C DS BS
 (4) --1 Devil Slide (R) DS DS(xf) BALL L/S BALL L/S

PART B: (32) 4 Rock Slur Sequences (L) 3/4 R Ea

PART C: (8) 1 Stomp High Horse On (L)
 (8) 1 Birmingham (L)
 (8) 2 Scoot 2 Run (L) DS SLIDE SLIDE DS DS
 (8) 1 Birmingham (L)

BREAK: (8) 1 Get Happy (L)

PART A: (4) --1 Swish (L)
 (4) 1 Triple (L)
 (4) 2 1 Rocking Chair (R) 1/2 R
 (4) --1 Devil Slide (R)

PART B: (32) 4 Rock Slur Sequences (L) 3/4 R Ea

PART C1: (8) 1 Stomp High Horse On (L)
 (8) 1 Birmingham (L)
 (8) 2 Scoot 2 Run (L)
 (16) 2 Birminghams (L)
 (8) 1 Stomp High Horse On (L)

PART D: (8) 4 Step Slugs (L) Forward STEP(xf) SLUG@(xf) L/C
 (8) 2 Triple Walkit & Rock (L) Back BALL HL BALL HL BALL HL BS
 (8) 4 Step Slugs (L) Forward
 (4) 1 Triple Walkit & Rock (L) Back
 (2) 2 Stomps (R)
 (2) 1 Clap Jog 3 (R)

ENDING: (8) 1 Stomp High Horse On (L)
 (8) 1 Birmingham (L)
 (8) 2 Scoot 2 Runs (L)
 (16) 2 Birminghams (L)
 (8) 1 Get Happy (L)

COWBOY SPIN (8) *Move Forward #Turn Left Full
 DS* DS* DS* BR(xif)L/C DS# BS# BS# BS#
 L R L R R L R LR LR LR
 &1 &2 &3 & 4 &5 &6 &7 &8

JOEY (4)
 DS BALL(xb) BALL(os) BALL(os) BALL(xb) BALL(os) STEP
 L R L R L R L
 &1 & 2 & 3 & 4

