

Phantasmagoria

Count: 128

Wall: 1

Level: High Intermediate Phrased

Choreographer: Sonja Molter (USA) - August 2026

Music: Phantasmagoria - Ashbury Heights



Comments:

- Intro: 48 counts
- Part A (64 counts), Part B (64 counts)
- 2 Restarts: Wall 2 during Part A after 16 counts, Wall 11 during Part B after 8 counts
- Part B is a sequence of 2 x 32 counts that differ only in the last 4 counts. The first 32 always start at 12:00, the second 32 always start at 06:00
- Ending: Wall 13 is the last wall, it is an A wall and ends after 27 counts when the music fades. After count 26 instead of a shuffle left you just place your left foot forward.
- 13 walls total (counting every A, every B, every restart wall and the ending wall)

Sequence:

A A(16) B A A B A A B A B(8) B A(27)

Part A

S1. Side steps and taps, forward, recover

- 1 2 side R, tap L
- 3 4 side L, tap R
- 5 6 step back R, recover L
- 7+8 step forward R, ½ pivot L (6:00)

S2. Lock steps, cross, recover

- 1 2 3 step, lock, step R
- 4 5 6 step, lock, step L
- 7 8 cross R over L, recover L (body angled towards 4:30)

S3. Shuffle, rock, recover, shuffle back, side rock, recover

- 1+2 ¼ turn R (facing 7:30) shuffle sideways R with another ¼ turn R (towards 10:30)
- 3 4 rock forward L, recover R
- 5+6 shuffle back L
- 7 side R (press) squaring up to face 12:00
- 8 recover L

S4. Behind, side, shuffle, step, hitch, run back

- 1 cross R behind L
- 2 step L forward (angled towards 10:30)
- 3+4 shuffle forward R
- 5 step forward L turning slightly L towards 9:00
- 6 hitch R
- 7+8 quick 3 steps back: R L R

S5. 2 steps back with drag and start of a figure 8

- 1 2 step back L (bend your knee), drag/tap R
- 3 4 step back R (bend your knee), drag/tap L
- 5 step forward L (getting ready to turn ¼ L)
- 6 side R with ¼ turn L, squaring up to face 6:00
- 7 cross L behind R (6:00)
- 8 step R with ¼ turn R (facing 9:00)

S6. Rest of figure 8, run back for 3 steps

- 1 2 step L forward, ½ pivot turn R (3:00)
- 3 4 step forward L with ¼ turn R (6:00), cross R behind L
- 5 6 side L with ¼ turn L facing 3:00, step forward R
- 7+8 quick run back: L R L

S7. Knee bends and taps, start of turn L

- 1 2 step R with ¼ turn R (facing 6:00) with bent knee, tap L
- 3 4 step L with bent knee, tap R
- 5 6 step back R, tap L forward
- 7 8 step forward L, step forward R turn ½ L to face 12:00

S8. Rest of turn L, jazzbox, turn R ¾

- 1 step L with ¼ turn L (facing 9:00)
- 2 3 4 5 scuff R, cross R, recover L, step R with ¼ turn R towards 12:00 (jazzbox with scuff and ¼ turn)
- 6 7 full turn R: step forward R ½ turn R, step back L ½ turn R (12:00)
- 8 step L next to R squaring up to 12:00

Part B**S1. 2 steps forward, 2 steps (sweep) back, 2 sailors**

- 1 2 step forward R, step forward L
- 3 4 step back R with sweep, step back L with sweep into
- 5+6 sailor R
- 7+8 sailor L

S2. Cross, recover, full turn R, rock side, vine L

- 1 2 cross R over L, recover L
- 3 4 5 6 side R with ¼ turn R (3:00), step L with ½ turn R (9:00), ¼ turn rock R (12:00), recover L
- 7+8 cross R behind L, side L, cross R over L

S3. Side rock, recover, coaster, step forward, half pivot, full turn

- 1 2 side rock L, recover R
- 3+4 coaster L
- 5 6 step forward R, ½ pivot turn L (6:00)
- 7 8 full turn L: R L

S4. Forward rock, recover, coaster, step, half pivot, chase turn

- 1 2 rock forward R, recover L
- 3+4 coaster R
- 5 6 step forward L, ½ pivot R
- 7+8 chase turn R: step forward L, ½ pivot turn, step forward L

S5. 2 steps forward, 2 steps (sweep) back, 2 sailors (same as 1)

- 1 2 step forward R, step forward L
- 3 4 step back R with sweep, step back L with sweep into
- 5+6 sailor R
- 7+8 sailor L

S6. Cross, recover, full turn R, rock side, vine L (same as 2)

- 1 2 cross R over L, recover L
- 3 4 5 6 side R with ¼ turn R (3:00), step L with ½ turn R (9:00), ¼ turn rock R (12:00), recover L
- 7+8 cross R behind L, side L, cross R over L

S7. Side rock, recover, coaster, step forward, half pivot, full turn (same as 3)

1 2	side rock L, recover R
3+4	coaster L
5 6	step forward R, $\frac{1}{2}$ pivot turn L (6:00)
7 8	full turn L: R L

S8. Forward rock, recover, coaster, side, recover, coaster

1 2	rock forward R, recover L
3+4	coaster R
5 6	side L, recover
7+8	coaster L
