

Why Lie?

Count: 32

Wand: 4

Ebene: Intermediate

Choreograf/in: Kathy Robinson (UK)

Musik: Why'd You Lie to Me - Anastacia



LEFT MAMBO ROCK FORWARD, RIGHT MAMBO ROCK BACK, STEP, ½ TURN, STEP, BEHIND, SIDE, CROSS, STEP FORWARD LEFT ¼ TURN LEFT

- 1&2 Rock forward on left, recover on to right, step left together
3&4 Rock back on right, recover on to left, step right together
5&6 Step forward on left, pivot ½ turn right stepping forward on right, step forward left (6:00)
7&8& Step right behind, step left to left side, cross right over left, make ¼ turn left stepping forward onto left (3:00)

RIGHT MAMBO ROCK FORWARD, KICK, CROSS-BACK-BACK, ¼ TURN RIGHT SIDE ROCK RECOVER, ½ TURN LEFT SIDE ROCK RECOVER

- 1&2 Rock forward right, recover on to left, step right together
&3&4 Kick left to left diagonal, cross step left over right, step back right, step back left
5-6 Make ¼ turn right rock right to right side, recover back onto left in place (6:00)
7-8 Make ½ turn left rock right to right side, recover back to left in place (12:00)

½ TURN RIGHT, ¼ TURN RIGHT, STEP RIGHT TO RIGHT BUMP HIPS RIGHT-LEFT-RIGHT, LEFT CROSSING SHUFFLE, ¼ RONDE LEFT, TAP, STEP FORWARD RIGHT

- 1-2 ½ turn right stepping right to right side, ¼ turn right stepping forward left (9:00)
3&4 Step right to right bumping hips right, left, right
5&6 Left cross shuffle
7&8 Sweep right around pivoting ¼ turn left on ball of left, tap right toe next to left, step right slightly forward (6:00)

TOUCH, FLICK ¼ TURN RIGHT, STEP FORWARD LEFT, ½ TURN RIGHT TWISTING HEELS LEFT-RIGHT-LEFT, RIGHT COASTER STEP, WALK LEFT, WALK RIGHT (OR FULL TURN LEFT)

- 1&2 Touch left toe forward, flick left back making ¼ right, step forward left, (weight on balls of both feet) (9:00)
3&4 ½ turn right twisting heels left, right, left (3:00)
5&6 Right coaster step
7-8 Walk forward left, right (or full turn left)

REPEAT

RESTART

When using the Anastacia track, on wall 4 dance to count 24 then start the dance again. (3:00) you will finish facing front at end of dance.