

To Be True

Count: 48

Wand: 2

Ebene: Absolute Beginner / Beginner

Choreograf/in: Dwight Meessen (NL) - October 2012

Musik: I Walk The Line - Johnny Cash



Start from 29 seconds from the start of the clip

R Shuffle Forward, L Shuffle Forward, ½ Pivot Turn(left), R Shuffle Forward

1&2 Step R Forward / Step L next to R(&) / Step R forward
3&4 Step L Forward / Step R next to L(&) / Step L Forward
5-6 Step R Forward / ½ Pivot Turn Left
7&8 Step R Forward / Step L next to R(&) / Step R Forward

L Heel Forward, L Touch Back, L Shuffle Forward, R Heel Forward, R Touch Back, R Shuffle Forward

1-2 Touch L heel Forward / Touch L toe back
3&4 Step L Forward / Step R next to L(&) / Step L Forward
5-6 Touch R heel Forward / Touch R toe back
7&8 Step R Forward / Step L next to R(&) / Step R Forward

½ Pivot Turn Right, L Shuffle Forward, Point R, Touch, R Heel Forward, Touch

1-2 Step L Forward / ½ Pivot Turn Right
3&4 Step L Forward / Step R next to L(&) / Step L Forward
5-6 Touch R to right side / Touch R next to L
7-8 Touch R heel Forward / Touch R next to L

Point R, Hold, & Point L, Hold, & Heel Switch R L R, Clap x2

1-2 Point R to Right side / Hold
&3-4 Step R next to L(&) / Point L to Left side / Hold
&5&6 Step L next to R(&) / Touch R heel Forward / Step R next to L(&) / Touch L heel Forward
&7&8 Step L next to R(&) / Touch R heel Forward / Clap your hands(&) / Clap your hands

Chasse Right, Rock Back, Recover, ½ Pivot Right, L Cross Shuffle

1&2 Step R to Right side / Step L next to R(&) / Step R to Right side
3-4 Rock L back / Recover weight on R
5-6 Step L Forward / ½ Pivot Turn Right
7&8 Cross L over R / Close R behind L(&) / Cross L over R

Side, Together, Chasse Right, Coaster Step, Stamp, Stamp

1-2 Step R to Right side / Step L next to R
3&4 Step R to Right side / Step L next to R(&) / Step R to Right side
5&6 Step L back / Step R next to L(&) / Step L Forward
7-8 Stamp R on place / Stamp L on place

Tags: 2 counts tag after walls 3 & 4 (after count 48)

1-2 Stamp R on place / Stamp L on place