

Over Me

Count: 32

Wall: 4

Level: Beginner

Choreographer: Sheila Kenny (USA) - September 2023

Music: There's No Getting' Over Me - Ronnie Milsap

or: Austin - Dasha



Alternate Music: Austin by Dasha (No Tags No Restarts)

#10 ct Intro. 1 Tag CCW

[1-8]: R Lock Step, L Lock Step, ¼ Turn L Pivot x 2

- 1&2 Step RF Forward (1), Cross LF behind RF (&), Step RF forward (2). (12:00)
- 3&4 Step LF forward (3), Cross RF behind LF (&), Step LF forward (4). (12:00)
- 5,6 Step RF forward (5), Pivot ¼ turn over L shoulder (6). (9:00)
- 7,8 Step RF forward (7), Pivot ¼ turn over L shoulder (8). (6:00)

[9-16]: R Cross Rock, Recover L, Chasse R, L Cross Rock, Recover R, Chasse L

- 1,2 Cross RF over LF (1), Recover weight to LF (2)
- 3&4 Step RF to side (3), Step LF beside RF (&), Step RF to side (4) (6:00)
- 5,6 Cross LF over RF (5), Recover weight to RF (6)
- 7&8 Step LF to side (7), Step RF beside LF (&), Step LF to side (8) (6:00)

[17-24]: L 1/2 Pivot, Forward R Shuffle, R ½ Pivot, Forward L Shuffle

- 1,2 Step forward on RF (1), ½ turn over L shoulder (2) (12:00)
- 3&4 Step RF forward (3), Step LF beside RF (&), Step RF forward (4) (12:00)
- 5,6 Step forward on LF (5), ½ turn over R shoulder (6) (6:00)
- 7&8 Step forward on LF (7), Step RF beside LF (&), Step LF forward (8) (6:00)

[25-32]: Jazz Box ¼ Turn, R Kick Ball Change x 2

- 1,2 Cross RF over LF (1), Step back on LF (2) (6:00)
- 3,4 Turn ¼ R stepping RF forward (3), Step LF beside RF (9:00)
- 5&6 Kick RF forward (5), Step on ball of RF next to LF raising LF (&), Step LF next to RF (6) (9:00)
- 7&8 Kick RF forward (7), Step on ball of RF next to LF raising LF (&), Step LF next to RF (8) (9:00)

Tag: Wall 6 (9:00)

Tag: 8 Cts V-Step, Hip Sways

- 1,2 Step RF forward diagonally Right (1), Step LF forward diagonally Left (2) (9:00)
- 3,4 Recover RF back to center (3), Recover LF beside RF (4)
- 5,6 Step RF to side, swaying hips Right (5), Sway hips Left (6)
- 7,8 Sway hips Right (7), Sway hips Left, recovering weight on LF (8)

Last Update: 2 Jun 2024