Happen To Me



Count: 48 Wall: 4 Level: Improver

Choreographer: Kevin and Meléna Richards (USA) - March 2025

Music: Happen To Me - Russell Dickerson



Dance begins after 16 counts, on lyrics

(1-8) Wizards Step x2, Rock, Recover, Coaster Step	
1, 2&	Step RF forward, step LF behind RF, step RF forward
3, 4&	Step LF forward, step RF behind LF, step LF forward
5, 6	Rock forward onto RF, recover weight back onto LF

7&8 Step RF backwards, step LF next to RF, step RF forward

(9-16) 1/2 Pivot, 1/2 Shuffle, Hop Touches Back x4

1, 2	Step LF forward, ½ pivot turn R onto RF
3&4	Making ½ turn R, Step LF forward, RF next to LF, back onto LF,
&5&6	Hop back onto RF, Touch LF next to RF, Hop back onto LF, Touch RF next to LF
&7&8	Hop back onto RF, Touch LF next to RF, Hop back onto LF, Touch RF next to LF

(17-24) Side Rock, Recover, Cross x2, 1/2 Hunge Turn, Cross Shuffle

1&2	Rock RF to R side, recover onto LF, cross RF over LF
3&4	Rock LF to L side, recover onto RF, cross LF over RF
5, 6	1/4 turn L stepping back onto RF, 1/4 turn L stepping LF to L side
7&8	Cross RF over LF, step LF together to RF, cross RF over LF

(25-32) Heel Grind 1/4 Turn, Coaster Step, Hip Sways x4

1, 2	Stomp LF to L side, ¼ L grinding LF heel into ground putting weight back onto RF
3&4	Step LF backwards, step RF next to LF, step LF forward
5, 6	Sway hips to R side, sway hips to L side
7, 8	Sway hips to R side, sway hips to L side

(33-40) Side Shuffle, 1/4 Turn Side Shuffles x2, Weave

1&2	Step RF to R side, step LF next to RF, step LF to L side
3&4	1/4 turn L stepping LF to L side, step RF next to LF, step LF to L side
5&6	1/4 turn L stepping RF to R side, step LF next to RF, Step RF to R side
7&8	Cross LF behind RF, step RF to R side, cross LF over R foot

(41-48) Toe Touch and Hold x2, Heel Switches, ½ Pivot

1, 2	Touch RF toe to R side, hold
&3, 4	Step RF next to LF, Touch LF toe to L side, hold
&5&6&	Step LF next to RF, Touch RF heel forward, step RF next to LF, touch LF heel forward, step LF next to RF
7, 8	Step RF forward, ½ pivot turn L putting weight forward onto LF