

# Making Plans

Count: 32

Wall: 4

Level: Intermediate

Choreographer: Bill Ray (USA)

Music: Making Plans - Ricky Van Shelton



## **½ TURNS LEFT (2), TRIPLE BACK RIGHT, ½ TURN LEFT, TRIPLE FORWARD LEFT**

- 1 Step forward on right foot
- 2 Pivot ½ turn to left on ball of right foot and shift weight forward to left foot
- 3 Step forward on right foot
- 4 Pivot ½ turn to left on ball of right foot and shift weight forward to left foot
- 5&6 Execute right triple step (right, left, right) to rear
- & Pivot ½ turn to left on right foot
- 7&8 Execute left triple step (left, right, left) forward

## **½ TURN LEFT, TRIPLE FORWARD RIGHT, ½ TURN RIGHT, TRIPLE BACK LEFT, ¼ TURN RIGHT, STEPS IN PLACE (2)**

- 9 Step forward on right foot
- 10 Pivot ½ turn to left on ball of right foot and shift weight to left foot
- 11&12 Execute right triple step (right, left, right) forward
- & Pivot ½ turn to right on ball of right foot
- 13&14 Execute left triple step (left, right, left) to rear
- & Pivot ¼ turn to right on ball of left foot
- 15 Step down on right foot swaying hips to right
- 16 Step down on left foot swaying hips to left

## **ROCK FORWARD & BACK, ½ TURN RIGHT, STEP FORWARD LEFT, TRIPLE BACK RIGHT, ½ TURN LEFT, TRIPLE FORWARD LEFT**

- 17 Rock forward on right foot
- 18 Rock back on left foot
- 19 Pivot ½ turn to right on ball of left foot and step forward on right foot
- 20 Step forward on left foot
- 21&22 Execute right triple step (right, left, right) to rear
- & Pivot ½ turn to left on ball of right foot
- 23&24 Execute left triple step (left, right, left) forward

## **SIDE ROCK & ¼ TURN RIGHT, RIGHT TRIPLE, SIDE ROCK & ¼ TURN LEFT, LEFT TRIPLE**

- 25 Rock to right on right foot
- 26 Rock to left on left foot
- & Pivot ¼ turn to right on ball of left foot
- 27&28 Execute right triple step (right, left, right) in place
- 29 Rock to left on left foot
- 30 Rock to right on right foot
- & Pivot ¼ turn to left on ball of right foot
- 31&32 Execute left triple step (left, right, left) in place

**REPEAT**