

Why Me?

Count: 64

Wall: 2

Level: Improver

Choreographer: Pam Pike (UK)

Music: Why Me - Delbert McClinton



HEEL HOOKS AND TWISTS

1-2 Dig right heel forward, hook right foot in front of left shin
3-4 Dig right heel forward, step right next to left
5-6 Twist heels to the right, back to place
7-8 Twist heels to the right, back to place

9-10 Dig left heel forward, hook left foot in front of right shin
11-12 Dig left heel forward, step left next to right
13-14 Twist heels to the left, back to place
15-16 Twist heels to the left, back to place

Alternative steps for counts 5-8 and 13-16:

1-4 Twist heels to the right, twist toes to the right, twist heels to the right, twist toes to the right

HEEL SWITCHES

17-18 Dig right heel forward, clap once
&19-20 Step right foot next to left, dig left heel forward, clap once
&21&22 Step left foot next to right, dig right heel forward, step right next to left, dig left heel forward
&23&24 Step left foot next to right, dig right heel forward clap twice

FORWARD AND TURNING SHUFFLES AND STOMPS

25&26 Right shuffle forward (step right foot forward, step left next to right, step right foot forward)
27&28 Turning left shuffle (step left foot forward starting to turn right, step right next to left completing ½ turn right, step back on left)
29-30 Step back on right foot, replace weight onto left foot
31-32 Stomp right foot next to left, stomp left foot next to right
33-40 Repeat counts 25-32 once

QUARTER TURN JAZZ BOXES

41-42 Cross right foot in front of left, step back on left
43-44 Step right foot to right side making ¼ turn right, step left next to right
45-48 Repeat counts 41-44 once

KICK BALL CHANGE, ROCK STEPS AND STOMPS

49&50 Kick ball change (kick right foot forward, step ball of right foot next to left, step left in place)
51-52 Rock steps (step right foot forward, replace weight onto left)
53-54 Step back on right foot, replace weight onto left foot
55-56 Stomp right foot next to left, stomp left foot next to right
57-64 Repeat counts 49-56 once

REPEAT
