

# Cry

Count: 32

Wall: 4

Level: Intermediate

Choreographer: Frank Cooper (CAN)

Music: She Never Makes Me Cry - Vince Gill



## SAILOR WITH HEEL, VAUDEVILLE, & STEP ACROSS, STEP SIDE, SAILOR ¼ TURN

- 1&2 Step left foot behind right, step right foot to right side, touch left heel forward  
&3&4 Step left foot home, step right foot over left, step left foot to left side, touch right heel forward  
&5-6 Step right foot home, step left foot over right, step right foot to right side  
7&8 Step left foot behind right foot, step right foot to right side beginning a ¼ turn left, touch left heel forward completing ¼ turn left

## & WALK FORWARD, STEP SIDE, TOE DRAG, BALL CROSS, WALK WALK SHUFFLE ¾ TURN

- &9-10 Step left foot home, step forward on right foot, step left foot to left side  
11-12 Step back on right foot, step left foot over right foot  
13-16 Walk around making a ¾ turn right stepping right, left, right, left, right

## ROCK STEP FORWARD, SYNCOPATED WEAVE, KICK BALL CROSS, TOE SWEEP, STEP ACROSS

- 17-18 Rock forward on left foot, recover onto right foot  
19&20 Step left foot behind right foot, step right to right side, step left foot over right  
21&22 Kick right foot forward, step on the ball of the right foot, step left foot over right  
23-24 Sweep right toe around to the right, step right foot over left

## STEP SIDE, TOE DRAG, SYNCOPATED WEAVE ¼ TURN, ROCK STEP FORWARD, WALK WALK ¾ TURN

- 25-26 Step left foot to left side, drag right toe in towards left foot,  
27&28 Step right foot behind left, step forward on left foot ¼ turn left, step forward on right  
29-30 Rock forward on left foot, recover onto right foot  
31-32 Step forward on left foot making a ½ turn left, step right foot to right side making a ¼ turn left

## REPEAT

## RESTART

On the 8th wall, you will get as far as count 28 and then do:

- 1-2 Step left foot to left side, drag right toe in towards left foot  
&3-4 Step on the ball of the right foot, step left foot over right, step right foot to right side

Then restart