

It All Belongs To Me

Count: 32

Wall: 4

Level: Intermediate

Choreographer: Mary E Richardson (SCO) - September 2012

Music: It All Belongs to Me - Brandy & Monica



16 Count Intro

S1: Step across- touch -step cross- touch -triple turn right, small jumps forward & back

- 12 Step right across left – touch left out to left side
- 34 Step left across right – touch right out to right side
- 5&6 Triple full turn to right – stepping right – left – right
- &7 Jump small step forward on left – step right to left
- &8 Jump small step back on left – step right next to left in place.

S2: Step left – touch – step step – step right – touch – step step -syncopated weave

- &1&2 Step left to left side – touch right next to left – step right in place – step left next to right
- &3&4 Step right to right side – touch left next to right – step left in place – step right next to left
- &5&6 Step right to right side – step left behind right – step right to right side –step left in front
- &7&8 step right to right side – step left behind right – step right to right side – step left in place

S3: Step diagonal - touch- ballchange - sweep -step diagonal -touch -ballchange sweep.

- 12 Step forward right to left diagonal - touch left foot next to right
- &3 Step slightly back on left – step right in place
- 4 Brush left forward and sweep foot towards right diagonal.
- 56 Step left to right diagonal – touch right foot next to left
- &7 Step slightly back on right – step left in place
- 8 Brush right forward and sweep right to the front

S4: Step cross– step back – ½ turn right – ½ turn right – shuffle – sailor ¼ turn

- 12 Step right across in front of left - step back on left foot
- 34 Step pivot ½ turn to right on right -step pivot ½ turn back on left to right
- 5&6 Step pivot 1/2 turn forward on right to right – step left next to right – step forward right
- 7&8 Step left behind right making a 1/4 turn left – step right next to left – step left in place.

Note: Arm lines are shown on video which is available on Youtube.