

# I Found You

Count: 64

Wall: 2

Level: Intermediate / Advanced

Choreographer: Klara Wallman (SWE) - February 2014

Music: I Found You - The Wanted



Start on vocals, 32 counts intro.

## Walk, Walk, Sailor $\frac{1}{2}$ cross, Walk, Turn $\frac{1}{4}$ , Turn $\frac{1}{2}$ with a Big Step.

- 1-2 Step R forward (1), Step L forward (2).  
3&4 Cross R behind L as you turn  $\frac{1}{4}$  right (3), Step L beside R as you turn  $\frac{1}{4}$  right (&), Cross R over L (4).  
5-6 Walk L forward (5), Turn  $\frac{1}{4}$  left stepping R to R side (6).  
7-8 Turn  $\frac{1}{2}$  left as you take a big step w. L to L side (7), Drag R towards L (8).

## Ball Cross, Turn $\frac{1}{4}$ , Rock Step, Back, Turn $\frac{1}{2}$ , Pivot $\frac{1}{4}$ .

- &1 Step R next to L (&), Cross L over R (1).  
2-3-4 Turn  $\frac{1}{4}$  right stepping R forward (2), Rock L forward (3), Recover onto R (4).  
5-6 Step L back (5), Turn  $\frac{1}{2}$  right stepping R forward (6).  
7-8 Step L forward (7), Pivot  $\frac{1}{4}$  right (8).

## Cross, Sweep, Cross, Back, Together, Rock step, $\frac{1}{2}$ Shuffle turn.

- 1-2 Cross L over R (1), Sweep R from back to front (2).  
&3-4 Cross R over L (&), Step L back (3), Step R next to L (4).  
5-6 Rock L forward (5), Recover onto R (6).  
7&8 Turn  $\frac{1}{2}$  left stepping L forward (7), Step R next to L (&), Step L forward (8).

## Kickball, Side step, Drag, Ballcross, Turn $\frac{1}{4}$ , Pivot $\frac{1}{2}$ , Walk.

- 1&2 Kick R heel forward (1), Step R next to L (&), Take a big step w. L to L side (2).  
3&4 Drag R towards L (3), Step R next to L (&), Cross L over R (4).  
5-6-7 Turn  $\frac{1}{4}$  right stepping R forward (5), Step L forward (6), Pivot  $\frac{1}{2}$  right (7).  
8 Step L forward (8).

Restart here at wall 6!

## Out, Out, Turn $\frac{1}{4}$ , Pivot $\frac{1}{2}$ Step, Kickball, Big step.

- 1-2-3 Step R to R side (1), Step L to L side (2), Turn  $\frac{1}{4}$  right stepping R forward (3).  
4&5 Step L forward (4), Pivot  $\frac{1}{2}$  right (&), Step L forward (5).  
6&7-8 Kick R forward (6), Step R next to L (&), Take a big step w. L forward (7), Drag R towards L (8).

## Rock step, Lock step, Turn $\frac{1}{2}$ , Turn $\frac{1}{2}$ , Sailor $\frac{1}{4}$ .

- 1-2 Rock R forward (1), Recover onto L (2).  
3&4 Step R back, Lock L in front of R (&), Step R back (4).  
5-6 Turn  $\frac{1}{2}$  left stepping L forward (5), Turn  $\frac{1}{2}$  left stepping R back (6).  
7&8 Cross L behind R as you turn  $\frac{1}{4}$  left (7), Step R beside L (&), Step L forward (8).

## Hip bumps x2, Rock step, $\frac{1}{4}$ Shuffle turn.

- 1-2 Point R diagonally forward as bump R hip forward (1), Put the weight down on R (2).  
3-4 Point L diagonally forward as bump L hip forward (3), Put the weight down on L (4).  
5-6 Rock R forward (5), Recover onto L (6).  
7&8 Turn  $\frac{1}{4}$  right stepping R to R side (7), Step L next to R (&), Step R to R side (8).

## Cross, Side, Salior $\frac{1}{4}$ , Rock step, Kickball step.

- 1-2 Cross L over R (1), Step R to R side (2).

3&4            Cross L behind R as you turn  $\frac{1}{4}$  left (3), Step R beside L (&), Step L forward (4).  
5-6            Rock R forward (5), Recover onto L (6).  
7&8            Kick R forward (7), Step R next to L (&), Step L forward (8).

**Start again!**

**Tag 1: After wall 2 (12.00)**

**Walk, Forward Coaster step, Back, Big step, Drag, Ballstep, Walk.**

1-2&3            Step R forward (1), Step L forward (2), Step R beside L (&), Step L back (3).  
4-5-6            Step R back (4), Take a big step back w. L (5), Drag R towards L (6).  
&7-8            Step R beside L (&), Step L forward (7), Step R forward (8).

**Walk, Walk, Shuffle, Walk, Walk (in a big circle, counter clockwise), Kickball step.**

1-2            Start the CCW circle with walk L, R.  
3&4            Continue the circle with an L Shuffle.  
5-6            End the circle with walk R, L (back at 12.00 again)  
7&8            Kick R forward (7), Step R next to L (&), Step L forward (8).

**Tag 2: After wall 4 (12.00)**

**Do Tag 1 twice!**

**Restart: after 32 counts at wall 6 (start again at 6.00)**

**Enjoy!**

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