# Take My Heart



Compte: 32 Mur: 4 Niveau:

Chorégraphe: Marg Jones (CAN)

Musique: Take My Heart - Jake



#### STEP, PIVOT ½ LEFT, COASTER BACK

1 Step forward on right

2 Keeping weight on right, pivot ½ left on ball of right foot (left foot rises a little off the floor and

swings slightly out as you turn)

3&4 Step back on left, step back on right, step forward on left

#### STEP, PIVOT ½ LEFT, COASTER BACK

5-8 Repeat steps 1-4

# ROCK FORWARD, RECOVER, TRIPLE STEP IN PLACE RIGHT, LEFT, RIGHT

9-10 Rock forward on right, recover back onto left

11&12 Step down on right beside left; step left beside right, step right beside left

#### STEP, PIVOT 1/2 RIGHT, TURNING SHUFFLE 1/2 RIGHT

13-14 Step forward on left, pivot ½ to right, step forward on right

15&16 Making ½ turn right, shuffle left, right, left in place

# ROCK BACK, RECOVER, ROCK FORWARD, RECOVER

17-18 Rock back on right, recover forward on left 19-20 Rock forward on right, recover back on left

#### COASTER BACK CROSS, KICK-BALL-CROSS

21&22 Step back on right, step back on left, step right across front of left
23&24 Kick left forward, quickly step onto left, step right across front of left

#### LEFT SIDE ROCK, RECOVER, CROSSING SHUFFLE

25-26 Rock left to left, recover on right

27&28 Step left across right, step right to right (still crossed), step left across right

#### RIGHT HEEL GRIND TURNING 1/4 RIGHT, STEP RIGHT, STEP LEFT

29 Step on right heel, toe pointing to left, while lifting left up slightly (turning ¼ right at same

time)

30 Swivel right toe to right, while stepping down on left

31-32 Step down on right, step left beside right

#### **REPEAT**

#### **TAG**

# After 2nd and 6th repeats (you'll be facing the back both times) add the following:

#### RIGHT CROSS ROCK, RECOVER, SHUFFLE

1-2 Cross rock forward right across left, recover on left

3&4 Shuffle in place, right, left, right

# LEFT CROSS ROCK, RECOVER, SHUFFLE

5-6 Cross rock forward left across right, recover on right

7&8 Shuffle in place left, right, left

