

Where R U?

Compte: 32

Mur: 4

Niveau: Intermediate

Chorégraphe: Mark Cosenza (USA)

Musique: Wonder Where You Are - Da Buzz



Special thanks to Eve Yeaton for some additional styling tips

STEP DOWN LEFT, RIGHT, LEFT, MAMBO FORWARD, TOUCH TURN, MAMBO BACK

- 1-3 Step down on left, walk forward right, left (12:00)
- 4&5 Mambo forward: step forward right, step back left, step right next to left
- 6-7 Touch back left, pivot $\frac{1}{4}$ left on left (9:00)
- 8&1 Mambo back: step back right, step forward left, step right next to left

STEP FORWARD, PIVOT TURN, MAMBO CROSS, UNWIND, STEP SIDE RIGHT

- 2-3 Step forward left, pivot $\frac{1}{2}$ right and step down right (3:00)
- 4&5 Mambo cross: step forward left, step down right, cross left over right
- 6-7 Unwind full turn right (over right shoulder) keeping weight on left (3:00)

Advanced option: complete the full turn for count 6 and hold for count 7 with right crossed in front of left - this looks a lot cooler, but not everyone may be able to do this

- 8 Step side right

Restart here on wall 4

SIDE STEPS, STEP BACK & POP, STEP FORWARD RIGHT, ANGLE & BUMP, CROSS BEHIND

- &1 Step left next to right, step side right
- 2-3 Step back on left (leaning back) & pop right knee, step forward on right
- 4&5 Angling body diagonal right & moving diagonal left, step down on left, right, left (add a little Cuban motion)
- 6-7 Step side right and bump hips right, left (weight ends up on left)
- 8 Cross right behind left

WEAVE, KICK FORWARD SIDE, WEAVE, STEP KICK BACK, CHASSE LEFT

- &1 Step down left, cross right over left
- 2-3 Kick forward left, kick side left
- 4&5 Cross left behind right, step down right, cross left over right
- 6-7 Large step side right, cross kick left back behind right
- 8& Step side left, step right next to left

REPEAT

RESTART

On wall number 4 (the first instrumental break): restart the dance following count 16 (you will be facing the front). Eliminate the "&" count and just step down on right and bump your hip to the right and continue to count 1