

You Move Me

Compte: 32

Mur: 4

Niveau: Intermediate nightclub

Chorégraphe: Andy Chumbley (USA)

Musique: Only You (feat. Cliff Richard) - Sarah Brightman



ROCK RECOVER, ¼ TURN LEFT, CROSSING SHUFFLE

- 1&2 Rock left behind right, recover on right, step left to side
3&4 Rock right behind left, recover on left, step right to side
5&6 Step left back, turn ¼ left and step right slightly back, cross left over right
7&8 Step right to side, cross left over right, step right to side (9:00)

ROCK RECOVER, ¼ TURN LEFT, SIDE ROCK CROSS TWICE

- 1&2 Rock left behind right, recover on right, step left to side
3&4 Rock right behind left, recover on left, turn ¼ left and step right forward
5&6 Rock left to side, recover on right, cross left over right
7&8 Rock right to side, recover on left, cross right over left (6:00)

SWAY TWICE, SIDE SHUFFLE, ¼ TURN LEFT, ROCK RECOVER

- 1-2&3 Sway shoulders left, sway shoulders right, cross left behind right, cross right over left
4&5 Step left to side, step right together, step left to side
6&7 Cross right behind left, step left to side, turn ¼ left and step right forward
8& Rock left forward, recover on right (3:00)

BACK STEP, COASTER STEP, SHUFFLE, PIVOT, ROCK RECOVER

- 1 Step left back
2&3 Step right back, step left together, step right forward
4&5 Shuffle forward left, right, left
6&7 Step right forward, turn ½ left (weight to left), step right forward
8& Rock left to side, recover on right (9:00)

REPEAT

TAG

At the end of the third wall

- 1-4 Step forward left, step right forward, step left forward, step right forward (3:00)

RESTART

During the 5th wall, after the instrumental and during counts 26&27. Change the coaster step (counts 26&27) to a right turning shuffle stepping right, left, right. Holding for two extra counts on the right foot so that the count becomes 2&3 hold, hold. That turns you to 9:00, which keeps the rotation right for starting the sixth wall

ENDING

At the end of wall 8, after counts 26&27, cross left over right and slowly unwind ½ right to the front wall. Pose