

Dance With Me

Compte: 48

Mur: 4

Niveau: Intermediate waltz

Chorégraphe: Terry Hogan (AUS)

Musique: You With Me - Anita Cochran



- 1-3 Stride/step left foot forward, step right beside left, step left in place
4 Long step to the side on right foot (allow body to lean slightly to the left)
5-6 Slide left foot beside right using 2 counts & leaving weight on right foot
7-12 Repeat above 6 counts
- 13-15 Step side left, step right across behind left, step left to the side & make a ¼ turn left
16 Step right forward & make ¼ turn left
17-18 Make ¼ turn left & step left foot backward, step right foot backward
- 19-21 Step left backward, step right beside left, step left forward (coaster)
22-24 Slide/step right forward, slide left to touch beside right using 2 counts
- 25-27 Step left forward, step right beside left, step left backward
28-30 Slide/step right backward, slide left to touch beside right using 2 counts
- 31-33 Step left backward, step right back to cross in front of left, step left backward - this will be more comfortable moving slightly to the left diagonal
34-36 Step right backward, step left beside right, step right forward (coaster)
- 37 Stride/step left forward
38-39 Step right, left beside right foot making a full turn left using both counts
40-42 Slide/step right to the side, slide left to touch beside right using 2 counts
- 43-45 Step side left, step right across behind left, step left to the side
46-48 Slide/step right to the side, slide left to touch beside right using 2 counts

REPEAT

TAG

On the 2nd wall (facing 6:00), 9th wall (facing 3:00) & 12th wall (facing 12:00) repetitions you do only 42 counts and restart from count 1

On the 5th wall (3:00) repetition you do only the first 24 counts and restart from count 1

On the 7th wall (9:00) repetition you do only 36 counts and restart from count 1

FINISH

The dance pattern will finish facing 3:00 wall. When the rhythm changes, do the last 6 counts as best you can, then simply do a long slide step turn to the lefting to face front.