

# I Will Be Free

拍數: 48                      牆數: 4                      級數: Intermediate  
編舞者: Esmeralda van de Pol (NL) - January 2011  
音樂: I Will Be Free - Sandrine



Intro : 24 counts

## Twinkle ¼ Turn L, Full Turn R

1-2-3                      Cross Left over R, ¼ Turn L-stepping L back, Step R to R side (9)  
4-5-6                      Step R fwd, Make ½ Turn R-stepping L back, Make ½ Turn R-Step R fwd (9)

## Side, Cross, ¼ Turn L, Sweep, Cross, Back

1-2-3                      Step L to L side, Cross R behind L, Make ¼ Turn L-stepping L fwd (6)  
4-5-6                      ronde back to front, Cross R over L, stepping L back

## Side, Drag, ¼ Turn L, ½ Turn L

1-2-3                      Step R to R side, Drag L in to counts next R  
4-5-6                      ¼ Turn L-step L fwd, ½ Turn L-step R back, Little step back on L (9)

## Back, ½ Turn L, Drag, R Coaster Step

1-2-3                      Little step R back, ½ Turn L-step L fwd, drag R next to L (3)  
4-5-6                      Step back on R, Close L next to R, Step R fwd

**\*\* restart 3rd & 6th wall**

## Twinkle ¼ Turn L, Twinkle ¼ Turn R

1-2-3                      Cross L over R, Make ¼ Turn L-step R back, Step L to L side  
4-5-6                      Cross R over L, Make ¼ Turn R-step L back, Step R to R side (3)

## Cross Rock, Twinkle Backwards

1-2-3                      Cross Rock L over R, Recover on R, Step L to L Side  
4-5-6                      Cross R behind Left, Step L to L side, Step R to R side

## Behind, ¼ Turn R, Cross Rock, Side

1-2-3                      Cross L behind R, Make ¼ R-step R fwd, Close L next to R  
4-5-6                      Cross Rock R over L, Recover on L, Step R to R side

**\*\* restart 8th wall (6)**

## Cross, Full Turn R, R Sailor Step

1-2-3                      Cross L over R, Full Turn R, Ronde R front to back  
4-5-6                      Cross R behind L, Step L to L side, Step R to R side

**\*\* Restarts :**

**On 3rd and 6th wall after 24 counts**

**On 8th wall after 42 counts**