

Real World

Count: 48

Wall: 2

Level: Improver waltz

Choreographer: Judy Rodgers (USA)

Music: Real World - D-SIDE



STEP, HOLD, STEP PIVOT $\frac{1}{4}$, CROSS

- 1-3 Step left foot forward, hold for 2 (or drag right foot forward)
4-6 Step right foot forward, pivot $\frac{1}{4}$ left, cross right over left

STEP, HOLD, CROSS, TURN, STEP

- 1-3 Step left large step to left, hold (leaving right toe pointed to right)
4-6 Cross right foot over left, step left foot back turning $\frac{1}{4}$ right, step right beside left

STEP, HOLD, $\frac{3}{4}$ TURN LEFT

- 1-3 Step left foot forward, hold
1-4 Turn $\frac{1}{4}$ left stepping right, turn $\frac{1}{4}$ left stepping left, turn $\frac{1}{4}$ left stepping right

STEP, HOLD, COASTER STEP

- 1-3 Step left foot forward, hold for 2 (using a swaying motion)
4-6 Step right foot backward, step left foot beside, step right foot forward

STEP TURN $\frac{1}{4}$ LEFT, TOUCH, HOLD, X 4 (FORMS A DIAMOND PATTERN)

- 1-3 Turn $\frac{1}{4}$ to left stepping forward on left foot, touch right beside, hold
4-6 Turn $\frac{1}{4}$ to left stepping backward on right foot, touch left beside, hold
1-3 Turn $\frac{1}{4}$ to left stepping forward on left foot, touch right beside, hold
4-6 Turn $\frac{1}{4}$ to left stepping backward on right foot, touch left beside, hold

Option: four basic waltz steps with $\frac{1}{4}$ turns

STEP, HOLD, STEP PIVOT $\frac{1}{4}$, CROSS

- 1-3 Step left foot forward, hold for 2 (or drag right foot forward)
4-6 Step right foot forward, pivot $\frac{1}{4}$ left, cross right over left

STEP, HOLD, $\frac{1}{2}$ TURN RIGHT (SAILOR TURN)

- 1-3 Step left foot large step to left side, hold (leaving right toe pointed to right)
4-6 Turn $\frac{1}{4}$ right sweeping right behind left, turn $\frac{1}{4}$ right stepping left, step right forward

REPEAT

If beginners have trouble, they can dance only the first 24 counts every time, which will then become a 4 wall dance. This will put them starting every other 24 counts with the group doing the 48 count 2 wall dance