# Moving On

**Count: 52** 

Level: Intermediate

Choreographer: Andrew Blackwood (NZ) - February 2014

Music: I'm Movin' On (feat. Dean Brody) - Terri Clark

Wall: 4

## Intro: 32 count

# STEP, TURN, STEP, HOLD, STEP, LOCK, STEP, HOLD

- 1-2-3-4 Step right foot forward, pivot turn to the left, step right foot forward, hold
- 5-6-7-8 Step left foot forward, lock right foot behind left, step left foot forward, hold

## VINE RIGHT WITH HITCH ½ TURN, VINE LEFT WITH TOUCH

- 1-2-3-4 Step right to right side, step left behind, step right to right side, hitching left foot do ½ turn to right
- 5-6-7-8 Step left foot to left, step right foot behind left, step left foot to left, touch right beside left.

## VINE RIGHT WITH HITCH ¼ TURN, VINE LEFT WITH TOUCH

- 1-2-3-4 Step right to right side, step left behind, step right to right side, hitching left foot do 1/4 turn to right
- 5-6-7-8 Step left foot to left, step right foot behind left, step left foot to left, touch right beside left.

# HEEL TAPS, TOGETHER, HOLD, HEEL TAPS, BACK, RECOVER

- 1-2-3-4 Tap right heel forward twice, close beside left, hold.
- 5-6-7-8 Tap left heel forward twice, tap left toe back, and recover.

#### ROCK, RECOVER, BACK, HOOK, STEP, LOCK, STEP, HOLD

- 1-2-3-4 Rock left foot forward, rock back on right foot, step left foot back; hook right foot in front of left shin.
- 5-6-7-8 Step right foot forward, lock left behind right, step right foot forward, hold

# STEP, TURN, STEP, HOLD, OUT, OUT, IN, IN, OUT, OUT, IN, IN $\Box$

- 1-2-3-4 Step left foot forward, pivot turn right, step left foot forward, hold
- 5-6-7-8 Step right foot to right, step left foot to left, step right foot to middle, close left foot \*\*
- 1-2-3-4 Step right foot to right, step left foot to left, step right foot to middle, close left foot

##

#### REPEAT from the beginning

Restart (walls 3 & 6) Dance to count 48 \*\* and Restart

TAG (wall 8 and 9) Repeat steps 49-52 ## and Restart

Video of dance and demonstration can be found at www.supercitylinedancers.com

