

We Were

Compte: 32

Mur: 2

Niveau: Improver

Chorégraphe: Gitte Kunckel Stehr (DK) - May 2019

Musique: We Were - Keith Urban : (Single - iTunes)



Intro: 16 counts - 2 easy Restarts, easy ending

Sec. 1: R rumba step fw, L rumba back, R sailor ½ turn right, swivel ½ turn left, swivel ½ turn right

- 1&2 Step R to right side, step L next to R, step R fw
- 3&4 Step L to left side, step R next to L, step back on L
- 5&6 Cross (sweep) R behind left making ¼ right, step L next to right, turn ¼ right stepping fw on R
- 7-8 Swivel ½ turn left onto L, swivel ½ right onto R (weight R, 6:00)

Sec. 2: L lock step, jazz box ¼ turn right, jazz box ¼ turn left, walk R, L

- 1&2 Step L fw, lock R behind L, step L fw
- 3&4 Cross R over L, step back on L turning ¼ right, step R to right side
- 5&6 Cross L over R, step back on R turning ¼ left, step L to left side
- 7-8 Walk R, L (weight L, 6:00) – restart her during wall 3 and 6

Sec. 3: Right mambo ½ turn right, L lock step, right mambo ¼ turn right, L cross shuffle

- 1&2 Rock fw onto R, recover on L, make ½ turn right stepping fw on R
- 3&4 Step L fw, lock R behind L, step L fw
- 5&6 Rock fw onto R, recover on L, make ¼ turn right stepping R to right side
- 7&8 Cross L over R, step R to right side, cross L over R (weight L, 3:00)

Sec. 4: R scissor step, L scissor step, ¼ turn left toaster step, step, ½ turn, step

- 1&2 Step R to right side, step L next to R, cross R over L
- 3&4 Step L to left side, step R next to L, cross L over R
- 5&6 Turning ¼ left stepping R back, step L next to R, step fw on R
- 7&8 Step fw on L, ½ right stepping fw on R, step fw on L (weight L, 6:00)

Ready to start again

Restarts: There are two easy Restarts:

- (1) Wall 3 starts facing front, do up to and including count 16, restart the dance at 6:00
- (2) Wall 6 starts facing 6:00, do up to and including count 16, restart the dance at 12:00

Ending: Last wall (8) starts at the back wall, ends facing front – make a step fw on R, draaaaaag L next to R

Enjoy the voice of Keith Urban <3