

I Believe 16

COPPERKNOB
STEPPERS

拍数: 16 墙数: 4 级数: High Beginner
编舞者: S.M. Fulton (USA) - May 2025
音乐: Believe (with Jelly Roll) - Brooks & Dunn



***3 restarts, 1 with a hold tag, plus 1 step change with tag

Intro: Start on vocals, 8 counts from the strong beat

Section 1: Sway-sway-sway, chasse right, forward mambo, back mambo

1 2 3 Sway L (1), sway R (2), sway L (3)
4 & 5 Chasse to the right: side R (4), together L (&), side R (5)
6 & 7 L forward mambo: L rock forward (6), recover back R (&), step L next to R (7)
8 & 1 R back mambo: R rock back (8), recover forward L (&), step R next to L (1)

Section 2: Quarter fallaway, cross, L nightclub, R nightclub

2 & 3 L cross over R (2), step back R one-eighth at 10:30 (&), then open one-eighth stepping L at 9:00 (3)
4 Cross R over L (4) **RESTART POINT, walls 2 (facing 6:00) and 8 (facing 12:00)
5 6 & L nightclub: Big step L to left (5), rock back R behind L (6), recover forward L (&)
7 8 & R nightclub: Big step R to right (7), rock back L behind R (8), recover forward R (&)

RESTARTS, ETC.

RESTART 1: On wall 2, starting at 9:00, you will dance through count 12, through the quarter fallaway and the cross. You will be facing 6:00.

RESTART 2: On wall 8, starting at 3:00, you will again dance through the fallaway and cross, then restart. You will be facing 12:00.

RESTART 3: On Wall 13, starting at 12:00, you will dance the first set, through the back mambo, then hold 4 counts, then restart.

STEP CHANGE AND TAG: After the 3rd restart, you will dance wall 14 through the L nightclub (14 &) facing 9:00, then open a quarter to 12:00 to do the R nightclub. Then add TAG: walk L (1), walk R (2)

This dance is written to be a split floor for Simon Ward's I Believe.

Even though this is a 16-count dance and Ward's is 32, the restarts and interruptions in this dance will happen facing the same direction and time into the music as in the Ward dance.

This dance can be done to other music with nightclub rhythm. One example is Sleepwalk (Acoustic) by The Shires. With that music, there is a restart after 12 counts on wall 4, facing 12:00, and at the end of wall 8, also at 12:00, there's a two-count tag - walk, walk.

Last Update: 25 May 2025