I'll Die Trying



拍数: 32 墙数: 4 级数: Intermediate

编舞者: Rep Ghazali (SCO) 音乐: I'll Die Tryin' - Lonestar



SIDE, ROCK AND SIDE, COASTER STEP, STEP ½ TURN ¼ TURN, AND SIDE

1 Big step left to left side

2&3 Rock back on right, recover on left, big step to right side 4&5 Step back on left, step right together, step forward on left

6&7 Step forward right, ½ pivot turn left, ¼ turn left stepping right to right side

&8 Step left together, big step right to right side

3/4 TURN, SWEEP BEHIND SIDE CROSS, ROCK AND CROSS, ROCK AND TOUCH

1-2 ½ turn left step left forward, ½ turn left stepping back on right

3&4 Sweep left from front to back and step left behind right, step right to right side, cross-step left

over right

Rock right to right side, recover on left, cross-step right over left Rock left to left side, recover on right, touch left behind right

On 3rd wall replace count 15-16 with:

15-16 Rock left to left side, recover on right then restart the dance 12:00

UNWIND ¾ TURN, COASTER STEP, SKATE, SKATE, FORWARD MAMBO, FULL TURN

1 Unwind ¾ turn left (keeping weight on left)

2&3 Step back on right, step left together, step forward right

4-5 Skate left, skate right

Rock forward left, recover right, step back left (angling toward right diagonally prep for the

turn)

8& ½ turn right stepping forward on right, ½ turn right stepping back left (traveling back)

Easier option: walk back right, left

SIDE, ROCK RECOVER 1/4 TURN, FULL TURN, ROCK RECOVER, BEHIND SIDE CROSS

1 Step right to right side

2&3 Cross-rock left over right, recover on right, ¼ turn left stepping left forward

4& ½ turn left stepping back right, ½ turn left stepping forward left

Easier option: walk forward right, left

5-6 ½ turn left rocking right to right side, recover on left

7&8 Cross-step right behind left, step left to left side, cross-step right over left

REPEAT

RESTART

On 3rd wall dance up to count 16, replace count 15-16 with:

15-16 Rock left to left, recover on right Then restart the dance. You will be facing 12:00 wall