

We Were Us

Choreographie: Séverine Fillion (France, Oct 2013)

Description: 32 count, 4 wall, improver line dance

Music: **We Were Us** by Keith Urban (duet with Miranda Lambert)

Intro: 16 counts

[1-8] HEEL TOUCH FWD, TOE TOUCH BACK, HEEL SWITCH, SIDE STOMP x 3, SAILOR 1/4 TURN

- 1-2 Touch right heel fwd, touch right toe back
- 3&4& Touch right heel fwd, recover on right, touch left heel fwd, recover on left
- 5&6 Stomp-up right next to left, Stomp-up slightly right, Stomp right to right side
- 7&8 Left cross behind right, right to right ¼ turning left, left step fwd 9:00

[9-16] HEEL GRIND 1/4 TURN, COASTER STEP, FULL TURN, SIDE STEP 1/4 TURN, STOMP

- 1-2 Grind right heel on the floor and swivel right toe to the right ¼ turning right 12:00
- 3&4 Right step back, left next to right, right step fwd
- 5-6 ½ turn right stepping left back, ½ turn right stepping right fwd
- 7-8 ¼ turn right stepping left to left, Stomp right next to left 3:00

[17-24] TOE HEEL TOE SWIVEL 1/4 TURN, SHUFFLE FWD, SHUFFLE 1/2 TURN, COASTER STEP

- 1&2 Swivel right toe to the right, swivel, right heel to the right, swivel right toe to the right ¼ turning right (ending weight on right) 6:00
- 3&4 Shuffle left – right – left fwd
- 5&6 Shuffle right – left – right ½ turning left 12:00
- 7&8 Left step back, right next to left, left step fwd

[25-32] SCISSOR STEP (RIGHT & LEFT), TOE SCUFF STOMP 1/4 TURN, TOE SCUFF STOMP

- 1&2 Right to right, slide left next to right, right cross over left
- 3&4 Left to left, slide right next to left, left cross over right
- 5&6 Touch right toe next to left, right scuff, ¼ turn right with right Stomp fwd 3:00
- 7&8 Touch left toe next to right, left scuff, left Stomp fwd

Repeat

TAG: 16 counts at the end of wall 2 at 6:00 (the music will help you !)

- 1-8 Rolling vine to the right, touch left next to right, Rolling vine to left, Touch right
- 9-12 Right step fwd, ½ turn left, right step fwd, ½ turn left
- 13-16 Jazz Box: Right cross over left, left step back, right step to right, left step fwd