

Back In My World

32 Count, 4 Wall, Improver

Choreographer: Ivonne Verhagen & Karianne Heimvik

Choreographed to: Back In My World by Alain Clark

Dance starts after 32 counts (on vocals)

1-8 **Sailor step, sailor ¼ turn, ¼ turn cross, ½ turn point**

- 1&2 RF step behind LF, step LF to left, step RF step slightly right side
3&4 ¼ turn to left & LF step behind RF, RF steps side, LF step slightly left side (9h)
5&6 RF step forward, ¼ turn to left stepping LF in place, RF cross over LF (6h)
7&8 ¼ turn to right stepping back on LF, ¼ turn to right stepping RF to right, point LF to left (12h)

9-16 **& point, Bodyroll backwards, & point, ¼ turn walk, walk, ¼ turn**

- &1,2 LF step on LF, RF point side, Bodyroll backwards shifting weight from LF, to RF
&3,4 LF step next to RF, point RF to right, drag RF next to LF (with pointed foot)
&5,6 RF step down, ¼ turn to left stepping forward on LF, step forward on RF (9h)
7&8 LF step forward on LF, make ¼ turn to right stepping RF in place, cross LF over RF (12h)

17-24 **C-bump, kick ball cross, mambo step, forward mambo**

- 1&2 RF point to right as you hitch your right hip up, let your right hip back to centre, 1/8 turn to left stepping down on R pushing right hip back (popping L knee) (10.30h)
3&4 LF kick forward, step ball of LF next to RF, cross RF over LF
5&6 LF rock to left, recover weight to RF turning 1/8 to right, step LF next to RF (12h)
7&8 RF step forward on RF, recover weight on LF, step RF next to LF (for styling, push your hips back)

25-32 **Forward lock step, rock ¼ turn, walk, walk, pivot ½ turn, ½ turn with sweep**

- 1&2 LF step forward on LF, lock RF behind LF, step forward on LF
3&4 RF step forward on RF, recover weight to L, make a ¼ turn to right stepping RF to right (3h)
5,6 LF step forward on LF, step forward on RF
7&8 LF step forward on LF, make a ½ turn to right stepping forward on RF, make ½ turn to right stepping back on LF while sweeping RF around to start again. (3h)

Restart after 16 counts in wall 6: After count 16, add: &: touch R to right