

Wherever you're going

Choreographer Ferandi Giuseppe

Type: polka - Level: Easy intermediate

32 counts – 4 walls – 2 restarts

Music: "Wherever You're Going" by Derek Ryan (100,5 bpm)



SECT.1 Modified rumba box – scissor step

$\frac{1}{4}$ turn left – cross over – heel jack

- 1 RF step side
- & LF step next RF
- 2 RF step fwd
- 3 LF step side follow through RF
- & RF step next LF
- 4 LF step fwd diagonally left ($\frac{1}{8}$ turn left)
(10.30)
- 5 RF $\frac{1}{8}$ turn left step side (9.00)
- & LF step next RF
- 6 RF step cross over
- & LF step side
- 7 RF step cross over
- & LF step side
- 8 RF heel touch fwd

SECT. 2 Heel jack right and left – heel touch fwd right and left – step fwd, swivel

- 1 RF cross over
 - & LF step side
 - 2 RF heel touch diagonally right
 - & RF step in place
 - 3 LF cross over
 - & RF step side
 - 4 LF heel touch diagonally left
 - & LF step in place
 - 5 RF heel touch fwd
 - & RF step in place
 - 6 LF heel touch fwd
 - & LF step in place
 - 7 RF step fwd
 - & RF, LF weight on toes and move both heels to the right
 - 8 RF, LF return to the center
- (Second restart here on the sixth wall)**

SECT. 3 Shuffle back – shuffle turn – mambo step – left sailor step

- 1 RF step back
- & LF step next RF
- 2 RF step back
- 3 LF $\frac{1}{4}$ turn left step side (6.00)
- & RF step next LF
- 4 LF $\frac{1}{4}$ turn left step fwd (3.00)
- 5 RF step fwd
- & LF recover weight
- 6 RF step back
- 7 LF step behind
- & RF step side
- 8 LF step side slightly fwd

(First restart here on the third wall)

SECT. 4 Right sailor step – left toe back – $\frac{1}{2}$ turn left – Heel touch fwd – hook – heel touch fwd – flick back – right scuff, cross over, stomp left

- 1 RF step behind
- & LF step side
- 2 RF step side slightly fwd
- 3 LF toe touch back
- 4 $\frac{1}{2}$ turn left (weight on left foot) (9.00)
- 5 RF heel touch fwd diagonally right
- & RF hook in front of left leg
- 6 RF heel touch fwd diagonally right
- & RF flick back
- 7 RF scuff
- & RF step cross over
- 8 LF stomp side

Restarts

The first restart on the third wall after 24 counts.

Second restart on the sixth wall after 16 counts.