



Count: 64 Wall: 1 Level:

Choreographer: Raymond Sarlemijn, Pim van Grootel, Roy Hadisubroto - March 2019

Music: What Was I Thinkin by Dierks Bentley



#### **Restarts:**

Wall 2, 16 counts Wall 3: 48 counts Wall 4: 32 counts Wall 6: 16 counts Wall 7: 48 counts Wall 8: 56 counts Wall 10: 32 counts Wall 11: 56 counts

## Grapevine right, grapevine left, ¼ turn left brush.

1 rf right 2 If behind rf 3 rf right If touch rf 4 5 If left 6 rf behind If

7 1/4 turn left, If forward

8 rf brush

### Rock forward, rock back, Step forward, ½ turn left, step forward, ½ turn left,

rf rock forward 1 2 recover weight If 3 rf rock backwards 4 recover weight If 5 rf forward

6 ½ turn left 7 rf forward 8 ½ turn left

#### Stomp, out, together, stomp, out, together, out, together.

1 rf stomp 2 If touch left 3 If close rf 4 rf stomp 5 If touch left 6 If close rf 7 rf touch right 8 rf touch If

#### Out, out, too, heel (apple jack), out, cross, out, back flick

rf out 2 If out

3 both toos in

4	both heels in
5	rf touch right
6	rf cross touch forward
7	rf touch right
8	rf flick back If
Step lock step, step lock step, hitch	
Step lock step, ste	rf step diagonal forward right
2	If lock behind rf
3	rf step diagonal forward right
4	If touch rf
5	If step diagonal forward left
6	rf lock behind If
7	If step diagonal forward left
8	hitch rknee up, clap lefthand on rknee
0	Thier tribes up, dup termana on tribes
Step back knee up, touch, 4 x	
1	rf diagonal back
2	lift up lknee, clap rhand on lknee
3	If step diagonal back
4	lift up rknee, clap lhand on rknee
5	rf step diagonal backwards
6	lift up lknee, clap rhank on lknee
7	If stp diagonal backwards
8	lift up rknee, clap lhand on rknee
Heel grind,¼ turn right, heel grind, ¼ turn right	
1	rf heel forward
2	1/4 turn right, If left
3	rf back
4	If forward
5	rf heel forward
6	1/4 turn right, If left
7	rf back
8	If forward
Kick, kick, back, hook, forward, flick back, ¼ turn left flick, flick forward	
1	rf kick forward
&	contraction rf
2	rf kick forward
3	rf backwards

If cross hook forward rf

If forward

flick rf behind lf 1/4 left flick rf right

flick rf forward If

# Start again

4 5

6

7

8