

SECRET SPACE

By **VIRGINIE BARJAUD**

Music Stranger to myself - Dierks Bentley

Level Intermediate

Counts 64 counts- 2 walls -1 restart (x 3)

Section 1 **ROCK STEP R - 1/2 TURN ROCK STEP R - 1/2 TURN ROCK STEP R - ROCK BACK R**

1 - 2 Step R fwd (weight on R) - Back on L
3 - 4 1/2 turn R Step R fwd (weigh on R) - Back on L
5 - 6 1/2 turn R Step R fwd (weigh on R) - Back on L
7 - 8 Step R back (weigh on R) - Back on L

Section 2

1/2 TURN TOE STRUT BACK R - 1/2 TURN ROCK STEP L - 1/2 TURN KICK BALL STEP L - STOMP- HOLD

1 - 2 1/2 turn L Toe R back - put R heel
3 - 4 1/2 turn L Step L fwd (weigh on L) - back on R
5 - 6 1/2 turn L Kick L fwd - Put step L
7 - 8 Stomp R beside L - Hold

Section 3 **VAUDEVILLE R - HOOK R FWD - STEP L - HOOK L BEHIND- STEP BACK L - HOOK R OVER**

1 - 2 Cross R over Lt G - Step L back
3 - 4 Heel R fwd - Hook R over L
5 - 6 Step R fwd - Hook L behind R
7 - 8 Step L back- HookR over L

Section 4 **STEP R fwd- TOUCH L - ROCK BACK R - STOMP L - HOLD**

1 - 2 Step R fwd- TOUCH L behind R
3 - 4 Step L back - Kick R
5 - 6 (Jumping) Rock step R back (weigh on R)- back on L
7 - 8 Stomp R - Hold

Section 5 **STEP LOCK STEP R - HOLD - ROCK STEP L - 3/4 TURN STEP L - SCUFF R**

1 - 2 Step R fwd - Step L behind R
3 - 4 StepR fwd - Hold
5 - 6 Rock Step L fwd (weigh on L) - Back on R
7 - 8 3/4 turn L Step L fwd - Scuff R

Section 6 **GRAPEVINE 1/4 TURN R - HOLD - STEP L - 1/2 PIVOT - STEP L - HOLD**

1 - 2 Step R to R side - Cross L behind R
3 - 4 1/4 turn R with step R fwd - Hold
5 - 6 Step L fwd - Pivot 1/2 turn R
7 - 8 Step L fwd - Hold

Section 7 **1/2 TURN TOE STRUT R BACK - 1/2 TURN STEP L - SCUFF R - 1/2 RUMBA BOX R - HOLD**

1 - 2 1/2 turn L with Toe R back - put Heel R
3 - 4 1/2 turn L with step L fwd - Scuff R
5 - 6 Step R to R side - Step L beside R
7 - 8 Step R fwd - Hold

Section 8 **SIDE L - SCUFF R - SIDE R - STOMP UP L - ROCK BACK L - STOMP L - HOLD**

1 - 2 Step L to L side - Scuff R
3 - 4 Pied R to R sied - Stomp up L
5 - 6 Pied L back (weigh on L) - Back on R
7 - 8 Stomp L - Hold

RESTARTS Walls 3-6 -9 : after 32 counts restart the dance