

# Call You Mine

Choreographer: Fred Whitehouse (IRE) – October 2021  
Description: 32 count, 2 wall, improver line dance  
Music: "What a Time To Be Alive" by George Pelham



## #8 Count introduction

### [01 - 08]: Rocking Chair, Heel Strut, Heel Strut, Step, Touch, ¼ Side, Flick, Vine

1&2& Rock right forward, recover weight onto left, rock right back, recover weight onto left  
3& Touch right heel forward, drop right toe taking weight onto right  
4& Touch left heel forward, drop left toe taking weight onto left  
5&6& Step right forward, touch left behind right, turn ¼ left step left to left, flick right behind left (9:00)  
7&8 Step right to right, step left behind right, step right to right

### [09 - 16]: Cross Rock, Cross Rock, Side, Touch, ¼ Back, Hook, Step Lock Step, Step, Touch, ½ Step

1&2& Rock left over right, recover weight onto right, rock left over right, recover weight onto right  
3&4& Step left to left, touch right beside left, turn ¼ left step right back, hook left over right (6:00)  
5&6 Step left forward, lock right behind left, step left forward  
7&8 Step right forward, touch left behind right, turn ½ left step left forward (12:00)

### [17 - 24]: Slow Swivel Walks x2, Fast Swivel Walks x4, K-Step

1-2 Step right forward swivelling heels left, step left forward swivelling heels right  
**Restart Here on Walls 3 & 6**  
3& Step right forward swivelling heels left, step left forward swivelling heels right  
4& Step right forward swivelling heels left, step left forward swivelling heels right  
5& Step right to right diagonal, touch left beside right & clap hands  
6& Step left back to left diagonal, touch right beside left & clap hands  
7& Step right back to right diagonal, touch left beside right & clap hands  
8& Step left to left diagonal, touch right beside left & clap hands

### [25 - 32]: ¼ Monterey, ¼ Monterey, Step Lock Step, Hitch, Step Lock Step, Brush

1&2& Point right to right, turn ¼ right step right beside left, point left to left, step left beside right (3:00)  
3&4& Point right to right, turn ¼ right step right beside left, point left to left, step left beside right (6:00)  
5&6& Step right to right diagonal, lock left behind right, step right to right diagonal, hitch left  
7&8& Step left to left diagonal, lock right behind left, step left to left diagonal, scuff right forward