Make Me Know It

Count: 32 Wall: 4

Level: Beginner

Choreographer: Tina Argyle

Music: "Make Me Know It" by Elvis Presley

www.country-stafke.be

There is also an AB split for this dance called: Make Me Know It Too

Count In: 8 counts from start of track - start with lyrics

R Touch Out, In ,Heel ,Hitch. R Shuffle Forward. L Touch Out, In ,Heel ,Hitch. L Shuffle Forward

1& Touch right toe to right side, touch right toe at side of left

2& Touch right heel forward, hitch right knee

3&4 Step forward right, close left at side of right, step forward right

5& Touch left toe to left side, touch left toe at side of right

6& Touch left heel forward, hitch left knee

7&8 Step forward left, close right at side of left, step forward left

Jazz Box 1/4 Turn Cross. Side, Together. Touch Out In Out In (or R touch out then R Elvis knee pops!)

1 - 2 Cross right over left, Step back left

3 -4 Make ¼ right stepping right to side. Cross left over right.

5- 6 Take long step right to right side. Close left at side of right taking weight.

7& Touch right toe out to right side. Touch right toe at side of left.
 8& Touch right toe out to right side. Touch right toe at side of left.

Counts 7&8& can also be done by touching right toe out on count 7 followed by 3 knee pops in,out,in.

R Rumba Box. Back, Sweep Back, Sweep. Coaster Step.

1& 2
3&4 Step right to right side, close left at side of right, step forward right
3&4 Step left to left side, close right at side of left, step back left
5 Step back right sweeping left anti-clockwise at the same time,
6 Step back left sweeping right clockwise at the same time
7&8 Step back right, step back left, step forward right

L Lock Step Fwd, R Lock Step Fwd. ½ Pivot Turn. Run Fwd L R L. (or triple full turn fwd)

1&2 Step forward left, lock right behind left, step forward left
3&4 Step forward right, lock left behind right, step forward right
5 -6 Step forward left, make ½ pivot turn right onto right

7&8 Run forward L R L. (or triple full turn forward stepping L R L).

Start Again