

ANBERNIE HOMELAND

LINEDANCE.COM

Count: 44 **Wall:** — **Level:** —

Choreographer: Roy Moore

Music: My Homeland by Bernie Underwood

Position: Right Side By Side Position, holding inside hands

Release & change hands with partner as comes natural during dance

1-2MAN: Step forward left, step right beside left

LADY: Step back left, step right beside left

3-4MAN: Step left over right, step right beside left

LADY: Step left side left, step right beside left

5-6MAN: Step back left, step right beside left

LADY: Step forward left, step right beside left

7-10 Step forward left pivot $\frac{1}{2}$ right, step forward left pivot $\frac{1}{4}$ right

Man behind lady facing ILOD

11-14 Step left across right, right to side, left behind right, step $\frac{1}{4}$ to LOD on right

15-20 Step forward left pivot $\frac{1}{4}$ right, step left across right, back on right left to side, step right across left

21-27 Left to side, right behind, left step $\frac{1}{4}$ to LOD, step/rock forward right, recover on left, step/rock back on right, recover on left

28-34 Step forward right pivot $\frac{1}{4}$, step forward right pivot $\frac{1}{4}$, step forward right pivot $\frac{1}{2}$, step right beside left

35-36 On the balls of both feet, swivel to face partner with a small nod/bow & swivel back to LOD

Man now on lady's right hand side

37-38MAN: Step back left, step right beside left

LADY: Step forward left, step right beside left

39-40MAN: Step left side left, step right beside left

LADY: Step lover right, step right beside left

41-42MAN: Step forward left, step right beside left

LADY: Step back left, step right beside left

43-44 On the balls of both feet, swivel to face partner with a small nod/bow & swivel back to LOD

Lady now on man's right hand side

REPEAT

The music for this dance is a Viennese Waltz speed (196 bpm). The steps are done left foot one step, on 1-2-3, then right foot, one step on 4-5-6, as denoted by the prominent drum beat. Or the dance can be done to any slow beat music. 65 to 80 bpm