

## I May Be Wrong

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**MUSIC:** I May Be Wrong (The Best Of Ballroom Vol.8 (Music Unlimited)) Casa Musica, not a download  
**RHYTHM:** Quickstep  
**PHASE (+):** V (Easy)  
**FOOTWORK:** Opposite unless indicated [*W's footwork in square brackets*]  
**SEQUENCE:** INTRODUCTION DANCE DANCE DANCE ENDING

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### Introduction

- 1 – 4** Wait; Wait; Apart, -, Point, -; Together, -, Touch, -;  
1 – 2 **WAIT in OP Facing DLW; ;**  
3 **[Apart, Point (SS)]** Apart L, -, point R, -;  
4 **[Together, Touch (SS)]** Together R to CP DLW, -, touch L, -;

### Dance

- 1 - 8** Walk & Face Chasse to Banjo ;; Check Fishtail 5 ;; Maneuver Side Close ; Impetus to SCP ~ Slow Pick Up Side Close ;;;  
1 – 2 **[Walk & Face Chasse to Banjo (SS QQS)]** Forward L, -, forward R commence RF turn, -; Side L turning RF 1/8 to face WALL, close R, side and forward L to Banjo DLW, -;  
3 **[Check (S)]** Forward R in Banjo checking, -,  
3 – 4 **[Fishtail 5 (QQ QQS)]** XLib, side and forward R small step; Forward L, XRib, forward L in Banjo DLW, -;  
5 **[Maneuver Side Close (SQQ)]** Forward R in Banjo commence RF turn, -, side L, close R to CP backing LOD;  
6 – 7 **[Impetus to SCP (SS S)]** Back L commence RF turn, -, close R heel turn to face DLC rising at end of turn, -; Continue body turn and step side and forward L toward DLC left side leading in SCP, -,  
*[W: Forward R between partner's commence RF turn, -, side and around partner L rising and brush R to L, -; Continue RF turn side and forward R towards DLC right side leading turning to SCP, -.]*  
7 – 8 **[(SLOW) Pick Up Side Close (S SS)]** Thru R commence to Pickup DLC, -; Side L blending to CP DLC, -, close R, -;
- 9 – 16** Reverse Chasse Turn ;; Cross Chasse ~ Forward Running Lock ~ Maneuver Side Close ~ Hesitation Change ;;;;  
9 – 10 **[Reverse Chasse Turn (SQQx2)]** Forward L commence LF turn, -, side R continue LF turn, close L to end in CP backing LOD; Back R commence LF turn, -, touch L turning LF on heel of R foot, end in CP DLW;  
*[W: Back R commence LF turn, -, side L continue LF turn, close R to CP LOD; Forward L commence LF turn, -, side R continue LF turn, close L to CP backing DLW;]*  
11 – 12 **[Cross Chasse (SQQ S)]** Forward L, -, side R continue LF turn, close L in Banjo DLW; Forward R in Banjo, -,  
12 – 14 **[Running Forward Lock (QQ QQQQ S)]** Forward L, XRib; Forward L, forward R in Banjo, forward L, XRib; Forward L still in Banjo, -,  
*[W: Back R, XLif; Back R, back L in Banjo, back R, XLif; Back R still in Banjo, -.]*  
14 – 15 **[Maneuver Side Close (S QQ)]** Forward R in Banjo commence RF turn, -; Side L, close R to end in CP backing LOD,  
15 – 16 **[Hesitation Change (S SS)]** Back L commence RF turn, -; Side R continue RF turn to face DLC, -, draw L near R to end in CP DLC, -;

**17 – 24 Six Quick Twinkle ~ Drag Hesitation ~ Back ;;; Running Back Lock ;;; Tipple Chasse ~ Forward Lock Forward ~ Maneuver ;;;**

- 17 – 18 **[Six Quick Twinkle (QQQQ QQ)]** Side and forward L, close R blending to Banjo, back L in Banjo, close R still in Banjo; Forward L in Banjo, XRib,
- 18 – 19 **[Drag Hesitation (S QQ)]** Forward L commence LF turn, -; Side R turning to Banjo backing LOD, draw L toward R,  
*[W: Back R commence LF turn, -; Side L turning to Banjo, draw R near L,]*
- 19 **[Back (S)]** Back L in Banjo, -;
- 20 – 21 **[Running Back Lock (QQQQ QQS)]** Back R, XLif, back R, back L in Banjo; Back R, XLif, back R still in Banjo, -;  
*[W: Forward L, XRib, forward L, forward R in Banjo; Forward L, XRib, forward L still in Banjo, -;]*
- 22 – 23 **[Tipple Chasse (SQQ S)]** Back L commence RF turn, -, continue RF turn side R blending to CP foot pointing DLC, close L; Side R foot pointing LOD and cushion in right knee turning body RF preparing for a lock step, -,  
*[W: Forward R in Banjo commence RF turn, -, continue RF turn side L blending to CP, close R in CP backing DLC; Side and back L across the LOD and cushion in left knee turning body RF preparing for a back lock step, -;]*
- 23 – 24 **[Forward, Lock, Forward (QQ S)]** Forward L, XRib; Forward L, -,
- 24 **[Maneuver (S)]** Forward R in Banjo commence RF turn, -;

**25 – 32 Side, Close, Spin Turn ;;; Back Chasse to Center ~ Quick Open Reverse ;;; Back Chasse Checking ~ Tap ;;; Side Draw ;**

- 25 **[Side, Close (QQ)]** Side L, close R to end in CP backing LOD,
- 25 – 26 **[Spin Turn (7/8) (SSS)]** Back L pivot RF 3/8, -; Forward R down LOD between partner's feet heel to toe and leaving L extended back, -, turning RF side and back L in CP backing DLC, -;  
*[W: Forward R between partner's feet pivot RF 3/8, -; Continue RF turn step back and slightly side across the LOD L rising brush R to L, -, turning RF side and forward R between partner's feet to CP facing DLC, -;]*
- 27 **[Back (S)]** Back R commence LF turn, -,
- 27 – 28 **[Chasse to Center (QQ S)]** Side L toward DLC, close R; Side L to Banjo DLC, -,
- 28 – 29 **[Quick Open Reverse (S SQQ)]** Forward R in Banjo, -; Forward L blending to CP DLC and commence LF turn, -, side R continue LF turn to Banjo, back L in Banjo backing LOD;
- 30 **[Back (S)]** Back R blending to CP backing LOD and commence LF turn, -,
- 30 – 31 **[Chasse Checking (QQ S)]** Side L turning LF to face WALL, close R; Side L along the LOD checking, -,
- 31 – 32 **[Tap Side Draw (S SS)]** Swaying toward LOD tap R behind L, -; Side R turning LF 1/8, -, draw L near R to end in CP DLW, -;

**Repeat Dance**

**Repeat Dance**

**Ending**

**1- 4 Chasse Checking; Tap Side Draw ~ Chasse Checking Tap ;;;**

- 1 **[Chasse Checking (QQS)]** Side L turning 1/8 RF to face WALL, close R, side L along the LOD checking, -;
- 2 – 3 **[Tap Side Draw (SS S)]** Swaying toward LOD tap R behind L, -, side R turning LF 1/8, -; Draw L near R to end in CP DLW, -,
- 3 – 4 **[Chasse Checking (QQ S)]** Side L turning 1/8 RF to face WALL, close R; Side L along the LOD checking, -,
- 4 **[Tap (S)]** Swaying toward LOD tap R behind L.

