

I May Be Wrong

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MUSIC: I May Be Wrong (The Best Of Ballroom Pt3 Vol.8 (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** Forward, Chasse to Banjo; ; Check, -, Fishtail; -, -, Walk, -; Maneuver, -, Side, Close; Impetus to SCP; -, -, Thru, -; Side, -, Close, -;
1 - 2 **[Forward, 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 (QQ QQ)]** XLib, side and forward R small step; Forward L, XRib,
4 **[Walk (2)]** 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) Thru 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 (SQQ); -, -, 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.

I MAY BE WRONG – LAMBERTY – QS V – I MAY BE WRONG – 2:06**Intro (4 meas)**

OP-FCG WALL wait 2 meas ; ; Apart Point ; Together Touch (DLC);

Dance (32 meas)

Forward ~ Chasse Banjo ;; Check ~ Fishtail ; Walk (and) ;
Maneuver Side Close ; Impetus Semi ~ Slow Thru Side Close ;;;
Rev Chasse Turn ;; Cross Chasse ~ Forward Running Lock ~
Maneuver Side Close ~ Hesitation Change ;;;;;;
Six Quick Twinkle ~ Quick Drag Hesitation ~ Back ;;;
Running Back Lock ;; Tipple Chasse ~ Forward Lock Forward ~
Maneuver Side Close ~ Spin Turn ;;;;;;
Back ~ Chasse Center ~ Quick Open Reverse ;;;
Back ~ Chasse Checking ~ Tap ~ Side Draw ;;;

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Maneuver Side Close ~ Spin Turn ;;;;;;
Back ~ Chasse Center ~ Quick Open Reverse ;;;
Back ~ Chasse Checking ~ Tap ~ Side Draw ;;;

Ending (4 meas)

Chasse Checking; Tap Side Draw ~ Chasse Checking ~ Tap ;;;