

**TITLE: YOU CAN DEPEND ON ME**

**By: Restless Heart**

**CHOREO: Tandy Barrett (Georgia)**

**LEVEL: Intermediate**

**Counts STEP (Lead Foot)**

(8) Wait

**PART A:**

- (4) 1-Triple (L)
- (4) 1-Slider (R)
- (8) 1-High Horse--Half Left (L)

**REPEAT Part A**

**PART B:**

- (4) 1-Double Rock Pivot--3/4 Right (L)
- (4) 1-Triple (R)

**REPEAT Part B (3x) to face each wall**

**BREAK-1:**

(2) 2-Stomps (L)

**PART A:**

- (4) 1-Triple (L)
- (4) 1-Slider (R)
- (8) 1-High Horse--Half Left (L)

**REPEAT Part A**

**PART C:**

- (4) 1-Rocking Chair--Half Left (L)
- (4) 1-Double & A Kick (L)

**REPEAT Part C**

**BREAK-2:**

(4) 2-Basics (L)

**PART A:**

- (4) 1-Triple (L)
- (4) 1-Slider (R)
- (8) 1-High Horse--Half Left (L)

**REPEAT Part A**

**PART B:**

- (4) 1-Double Rock Pivot--3/4 Right (L)
- (4) 1-Triple (R)

**REPEAT Part B (3x) to face each wall**

**PART C:**

- (4) 1-Rocking Chair--Half Left (L)
- (4) 1-Double & A Kick (L)

**REPEAT Part C**

**BREAK-2:**

(4) 2-Basics (L)

**PART A:**

- (4) 1-Triple (L)
- (4) 1-Slider (R)
- (8) 1-High Horse--Half Left (L)

**REPEAT Part A**

**ENDING:**

- (4) 1-Triple (L)
- (4) 1-Slider (R)
- (6) 3-Agitated Taps (L)
- (8) 1-High Horse--Turn Left Full (L)

**STEPS:**

**SLIDER (4)**

- &a (R) DT
- 1 (R) Push (oib)/Slide (L)
- & (R) Pull (i)/Drag (L)
- 2 (R) Lift/Slide (L)
- &3&4 (R) 1-Basic

**HIGH HORSE (8)**

- &1 (L) DS
- &a2 (R) DT (xif)-Click (L)
- &a3 (R) DT (ots)-Click (L)
- & (R) Step
- 4 (L) Step (xif)
- & (R) Step
- 5 (R) Slide/Lift (L)
- &6&7&8 (L) 1-Double Basic

**DOUBLE ROCK PIVOT (4)**

- &1 (L) DS
- &2 (R) DS
- & (L) Ball\*
- 3& (R) Heel\* >Pivot 3/4 R
- 4 (L) Step

**AGITATED TAP (2)**

(Hands on Hips)

- & (L) [Lift] Ball of foot (heel on floor)
- 1 (L) Tap Ball of foot (diagonal left)
- & (L) [Lift] Ball of foot (heel on floor)
- 2 (L) Tap Ball of foot (straight forward)

**TERMS:**

DS=Double Step; DT=Double toe only; Lift=Lift foot flat;  
 Slide=Forward movement; Step=Foot flat on floor with weight;  
 (xif)=Cross in front; (ots)=Out to side; Click=Heel click;  
 (\*)=Emphasizes weight