Accidently on Purpose



Count: 64 Wall: 2 Level: Improver

Choreographer: Ria Vos (NL) - October 2025

Music: Let The Lonely - Kameron Marlowe



Intro: 32 Counts

R Lock Step, L Lock Step, Cross Rock

Step Fwd on R to R Diagonal, Lock L Behind R
Step Fwd on R, Step Fwd on L to L Diagonal
Lock R Behind L, Step Fwd on L to L Diagonal

7-8 Cross Rock R Over L, Recover on R

Back, Touch, Back, Touch, Weave R

1-2 Step R Back to R Diagonal, Touch L Next to R3-4 Step L Back to L Diagonal, Touch R Next to L

5-6 Step R to R Side, Step L Behind R

7-8 Step R to R Side, Cross L Over R ***Restart Point wall 3

(Option 5-7 Rolling Vine R)

Side, Drag, Rock Back, 1/4 L, Hold, Full Turn L

1-2 Step R to R Side, Drag L Towards R
3-4 Rock Back on L, Recover on R
5-6 ¼ Turn L Step Fwd on L, Hold (9:00)

7-8 ½ Turn L Step Back on R, ½ Turn L Step Fwd on L (9:00)

Step, Touch Behind, Back, Kick, Coaster Cross, Hold

1-2 Step Fwd on R, Touch L Behind R
3-4 Step Back on L, Kick R Fwd
5-6 Step Back on R, Step L Next to R
7-8 Cross R Over L, Hold

1/4 R, 1/4 R, Cross Rock, Side Rock, Behind, Sweep

1-2 ¼ Turn R Step Back on L, ¼ Turn R Step R to R Side (3:00)

3-4 Cross Rock L Over R, Recover on R5-6 Rock L to L Side, Recover on R

7-8 Step L Behind R, Sweep R from Front to Back

Behind, Side, Cross Rock, Side Rock, Behind, ¼ L

1-2 Step R Behind L, Step L to L Side
3-4 Cross Rock R Over L, Recover on L
5-6 Rock R to R Side, Recover on L

7-8 Step R Behind L, ¼ Turn L Step Fwd on L (12:00) ***Restart Point wall 4

Step Fwd, Hold, Step Pivot 1/2 R, Step Fwd, Hold, Step Pivot 1/4 L

1-2 Step Fwd on R, Hold

3-4 Step Fwd on L, Pivot ½ Turn R (6:00)

5-6 Step Fwd on L, Hold

7-8 Step Fwd on R, Pivot ¼ Turn L (3:00)

Cross, Sweep, Cross, Sweep, Jazz Box 1/4 Turn R

1-2 Step R Fwd and Crossed, Sweep L Back to Front3-4 Step L Fwd and Crossed, Sweep R Back to Front

- 5-6 Cross R Over L, 1/4 Turn R Step Back on L (6:00)
- 7-8 Step R to R Side, Step Fwd on L

Restart: After count 16 on wall 3 (12:00), After count 48 on wall 4 (12:00)