

# Unbreakable Love

Count: 32

Wand: 2

Ebene: Intermediate

Choreograf/in: Rex Chuan (USA) - March 2024

Musik: Unbreakable Love (永不失聯的愛) - Wang Jin Wen (王靖雯)



**Start: after 32 counts intro - Tags: 1 - Restarts: 1**

## **S1: Hitch, Run X3, Check, Recover, Two Step Turn, Rock, Recover, Ball Step**

- 12&34 Hitch LF(1), step LF L(2), L quarter turn and step RF forwards(&), L quarter turn and step LF forwards(3), step RF forwards(4)
- 5&678& Recover(5), R quarter turn and step RF R(&), R half turn and step LF L(6), step RF forwards(7), recover(8), step RF together(&) (3:00)

## **S2: Rock, Recover, Back, Back, Together, Three Step Turn, Back SkateX2**

- 12&34 Step LF forwards(1), recover(2), step LF backwards(&), R quarter turn and step RF R(3), L quarter turn and step LF together(4)
- 5&678 Step RF forwards(5), R quarter turn and step LF L(&), R half turn and step RF R(6), swivel R quarter turn on heel and step LF backwards diagonally (7), swivel on L heel slightly and step RF backwards diagonally(8) (3:00)

## **S3: Rock, Recover, Ball Step, Rock, Shuffle, Ball Step, Rock, Recover**

- 12&34 Rock LF backwards(1), recover(2), R quarter turn and step LF L(&), rock RF backwards(3), recover(4)
- 5&6&78 Step RF forwards(5), lock LF in(&), step RF forwards(6), R quarter turn and step LF L(&), rock RF backwards(7), recover(8) (9:00)

## **S4: Forward, Cross, Unwind, Sweep Back, Sailor Step, Forward, Slide**

- 1234 Step LF forwards(1), cross LF(2), unwind  $\frac{3}{4}$  turn R(3), sweep RF backwards(4)
- 5&678 Step RF behind(5), step LF L(&), step RF R(6), step LF forwards(7), slide RF R and shift weight thereto(8) (6:00)

**Tag:** In the 4th section of the 2nd/7th wall, tap RF R at count 8 instead of sliding, and add following four counts: cross RF(1), tap LF L(2), cross LF(3), slide RF R and shift weight thereto(4) and start the 3rd/8th wall facing 12:00.

**Restart:** After the 4th count of section 4 of the 5th wall, by altering the 4th count as sliding RF R and shift weight thereto.

Enjoy the dance!