

Never Not

Count: 32

Wand: 4

Ebene: Improver

Choreograf/in: Emanuele Fantucci (IT) - May 2024

Musik: Never Not - High Valley



***1 RESTART (after 8 counts - 4th wall) + 1 TAG (after 14 counts - 8th wall)**

SEQ:1) R. lock step diag. Fwd – R. lock shuffle diag.fwd – L. lock step diag. Fwd – L. lock shuffle diag. Fwd

- 1-2 Right step diagonally forward, lock left behind right
 - 3&4 Right step diagonally forward, lock left behind right, right step diagonally forward
 - 5-6 Left step diagonally forward, lock right behind left
 - 7&8 Left step diagonally forward, lock right behind left, left step diagonally forward (H.12.00)
- (restart here on the 4th wall)**

SEQ: 2) R. rock step fwd – R.shuffle ½ turn right – L.step turn ½ turn right – L. shuffle step back ½ turn right

- 1-2 Right rock step forward, recover to left
- 3&4 ¼ turn right right step to right side, left next to right, right step fwd ¼ turn right
- 5-6 left step forward, ½ turn right (restart + tag on the 8th wall)
- 7&8 left step to left side ¼ turn right, right next to left, left step back ¼ turn right (H. 06-00)

SEQ. 3) ¼ TURN RIGHT RIGHT STEP TO RIGHT – R. SHUFFLE CROSS – LEFT ROCK SIDE - L. SHUFFLE CROSS

- 1-2 ¼ turn right right step to right side, recover to left
 - 3&4 right cross over left, left step to left side, right cross over left
 - 5-6 left step to left side, recover to right
 - 7&8 left cross over right, right step to right side, left cross over right
- (H.09.00)**

SEQ.4) RIGHT KICK BALL POINT – LEFT KICK BALL POINT – R. KICK BALL TOUCH IN PLACE – ½ TURN LEFT – RIGHT STOMP UP IN PLACE (X 2)

- 1 & 2 right kick forward, right next to left, left touch to left side
 - 3 & 4 left kick forward, left next to right, right touch to right side
 - 5&6 right kick forward, right next to left, touch left next to right
 - 7&8 ½ turn left, right stomp in place (x 2)
- (H- 03.00)**

TAG:

- 8 th wall (h 06.00)> after 14 counts:
- 7&8 hold, left stomp (X2)

weight on the left so you are ready to restart ! Enjoy !

FINAL:

- 1-2 RIGHT STEP DIAGONALLY FORWARD + LEFT STOMP IN PLACE