

# No Tricks

Count: 32

Wand: 4

Ebene: Improver

Choreograf/in: Vivienne Scott (CAN)

Musik: Don't Play With My Heart - Modern Talking



Start the dance 32 counts into the lyrics for 'Don't Play With My Heart' by Modern Talking

## ROCK FORWARD, SHUFFLE BACK, ROCK BACK, STEP FORWARD ½ PIVOT TURN

- 1-2 Rock left forward, recover on right
- 3&4 Step left back, step right beside left, step left back
- 5-6 Rock right back, recover on left
- 7-8 Step right forward, turn ½ left (weight to left)

## SHUFFLE ½ TURN, ROCK BACK, KICK BALL CROSS, LONG STEP SIDE, STEP TOGETHER

- 9&10 Triple in place turning ½ left stepping right, left, right
- 11-12 Rock left back, recover on right
- 13&14 Kick left diagonally forward, step left back, cross right over left
- 15-16 Step left long step to side, step right beside left

## CROSS SHUFFLE, STEP ¼ TURN LEFT TWICE, CROSS ROCK, STEP ¼ TURN TOE/HEEL

- 17&18 Cross left over right, step right to side, cross left over right
- 19-20 Step right to side, turn ¼ left and step left back
- 21-22 Turn ¼ left and rock right over left, recover on left
- 23-24 Turn ¼ right and touch right toe forward, drop right heel

## STEP ½ TURN, STEP BACK, TOUCH LEFT TOE FORWARD, HOLD, STEP LEFT BACK, STEP FORWARD ¼ TURN RIGHT, STEP SIDE ¼ RIGHT, ½ TURN SHUFFLE

- 25-26 Step left forward, turn ½ right and step right back
- 27-28 Touch left toe forward, hold
- &29-30 Step left back, step right forward, turn ¼ right and step left to side, turn ¼ right and hook right over left
- 31&32 Step right back, turn ½ right and step left beside right, step right forward

## REPEAT

## TAG

For "Don't Play With My Heart" only, at the beginning of the 3rd and 7th walls (both facing the back wall)

- 1-4 Rock left forward, recover on right, rock left back, recover on right

### Alternative:

- 1-4 Step left forward, turn ½ turn right (weight to right), step left forward, turn ½ right (weight to right)

## OPTIONAL ENDING FOR "DON'T PLAY WITH MY HEART":

Facing 3:00 wall, dance counts 13&14 turning ¼ left on 14