Like Never Before



Count: 32 Wand: 4 Ebene: Improver

Choreograf/in: Andy Chumbley (USA) - October 2007

Musik: Songbird - Eva Cassidy: (Album:Songbird)



Intro: 24 counts

CROSS, SWEEP, 1/2 TURN LEFT, STEP TOUCH, DIAGONAL ROCK STEPS

1-2	Cross right over	left sween left	from back of	right to the front
1-2	OLOSS HULL OVEL	ICIL SWEED ICIL	. II OIII DAGN OI !	HUHL LO LITO HOHL

3&4 Cross left over right stepping down on left, turning 1/4 turn to the left step back on right, 1/4

turn left stepping forward on left

5-6 Step diagonally forward on right, touch left next to right

7&8 Rock forward to left diagonal, recover on right diagonal, step back on left to a left diagonal

(6:00)

SWAY RIGHT, LEFT, SYNCOPATED WEAVE, SWAY LEFT, RIGHT, 1/4 TURN RIGHT

1-2 Sway right, sway left

3&4 Step right behind left, step left to left, cross right over right left

5-6 Sway left, sway right

7&8 Step left behind right, 1/4 turn right stepping forward on right, step forward on left (9:00)

ROCK RECOVER, 1/2 RIGHT TURNING SHUFFLE, ROCK RECOVER, 1/2 LEFT TURNING SHUFFLE

1-2 Rock forward on right, recover on left

3&4 1/4 turn right stepping right to right, step left next to right, 1/4 turn right stepping forward on

right

5-6 Rock forward on left, recover on right

7&8 1/4 turn left stepping left to left, step right next to left, turn 1/4 turn left stepping forward on left

(9:00)

(5th wall only, change 7&8 to a left coaster step)

Restart here during 5th wall

MAKE 1/2 TURN LEFT, LOCKSTEP, 1/2 TURN LEFT, 1/2 TURN LEFT

1-2 Step forward on right, pivot 1/2 turn left stepping forward on left

Step right to right diagonal, step left behind right, step right to right diagonal
1/4 turn left stepping forward on left, 1/4 turn left stepping right to right
1/2 turn left stepping left to left, cross right over left, step left to left (3:00)

Begin again

Restart after counts 7&8 of the third section on wall 5:

Change counts 7&8 to a left coaster step so the sixth wall starts where it should in the normal clockwise rotation.