

# Twenty 3

Count: 48

Wall: 2

Level: Improver

Choreographer: Nath SASSARO (FR) - September 2023

Music: 23 - Sam Hunt : (iTunes)



No Tag, No restart

Intro : 16 counts (Approx 10s)

## SQ1 (1-8) R side rock - R Side shuffle – L side rock - L side shuffle

1-2 RF to R side (1) Recover on LF (2)  
3&4 RF to R side (3) LF next to RF (&) RF to R side (4)  
5-6 LF to L side (5) Recover on RF (6)  
7&8 LF to L side (7) RF next to LF (&) LF to L side (8) (12:00)

## SQ2 (9-16) R Cross rock – R side shuffle – L Cross rock – Shuffle with 1/4 T L

1-2 Cross RF over LF (1) Recover on LF (2)  
3&4 RF to R side (3) LF next to RF (&) RF to R side (4)  
5-6 Cross LF over RF (5) Recover on RF (6)  
7&8 LF to L side (7) RF next to LF (&) ¼ T L, LF fwd (8) (9:00)

## SQ3 (17-24) Side rock – Behind – Side – Cross – Side rock – Behind – Side -Fwd

1-2 RF to R side (1) Recover on LF (2)  
3&4 Cross RF behind LF (3) LF to L side (&) Cross RF over LF (4)  
5-6 LF to L side (5) Recover On RF (6)  
7&8 Cross LF behind RF (7) RF to R side (&) Step LF Fwd (8) (9:00)

## SQ4 (25-32) R Rock Fwd–Shuffle ½ T R– L Rockstep Fwd-Coaster step

1-2 Step RF Fwd (1) Recover on LF (2)  
3&4 ¼ T to R, RF to R side (3) LF next to RF (&) ¼ T to R , RF fwd (4)  
5-6 Step LF fwd (5) Recover on RF (6)  
7&8 Step Back on LF (7) RF next to LF (&) Step LF fwd (8) (3:00)

## SQ5 (33-40) Side Rock R L - Rock fwd - R ¼ T - Touch

1-2& R side step (1) Recover on LF (2) RF next to LF (&)  
3-4& L side step (3) Recover on RF (4) LF next to RF (&)  
5-6-7-8 Step RF Fwd (5) Recover on LF (6) ¼ T to R with RF to R side (7) Touch LF next to RF (8) (6:00)

## SQ6 (41-48) Side Rock L R - Triangle Box - Together

1-2& L side step (1) Recover on RF (2) LF next to RF (&)  
3-4 R side step (3) Recover on LF (4)  
5-6-7-8 Cross RF over LF (5) Step back on LF (6) Side step on RF (7) LF next to RF (8) (W on LF) (6:00)

Final (wall 6) Dance to SQ4 (count 30), then change counts 31 and 32, this way :  
Step back on LF (31) make R 1/4 T with a big side step on RF (32)

Have fun