

Your Lovin'

Count: 32

Wall: 4

Level: Improver

Choreographer: Jim Adams (USA) & Diann Adams (USA)

Music: Your Lovin - James Intveld



SYNCOPATED VINE RIGHT, CROSSOVER ROCK STEP, TURNING SHUFFLE

- 1-2 Step to the right on right foot; cross left foot behind right and step
& Step to the right on right foot
3-4 Cross left foot over right and step; step to the right on right foot
5-6 Cross left foot in front of right; rock back onto right foot in place
7&8 Shuffle in place (left, right, left) making a ¼ turn to the left on these steps

FORWARD WALK, KICK, SYNCOPATED CLAPS, TO THE LEFT ROLLING TURN-TURNING SHUFFLE

- 9-10 Step forward on right foot; step forward on left foot
11&12 Step forward on right foot; kick left foot forward and clap hands twice
13-14 Step back on left foot and begin a full to the left rolling turn traveling back; step on right foot and complete full to the left rolling turn
15&16 Shuffle in place (left, right, left) making a ½ turn to the left on these steps

KICK-STEP-TOUCH, SYNCOPATED STEP, CROSS, UNWIND, DIAGONAL PUSH STEP, DIAGONAL CROSSOVER SHUFFLE

- 17&18 Kick right foot forward; step right foot next to left; touch left toe to the left
&19 Step left foot next to right; cross right foot over left
20 Unwind ½ turn to the left and shift weight to left foot
21-22 Step diagonally and to the right on ball of right foot in place
23&24 Shuffle diagonally and to the left (right, left, right) crossing in front of left

DIAGONAL PUSH STEP, DIAGONAL CROSSOVER SHUFFLE, PIVOT, MILITARY PIVOT TO THE LEFT, MILITARY TURN TO THE LEFT

- 25-26 Step diagonally and to the left on ball of left foot; rock onto right foot in place
27&28 Shuffle diagonally and to the right (left, right, left) crossing in front of right
& Pivot ¼ turn to the right on ball of left foot
29-30 Step forward on right foot; pivot a ½ turn to the left on ball of right foot and shift weight to left foot
31-32 Step forward on right foot; pivot a ¼ turn to the left on ball of right foot and shift weight to left foot

REPEAT
