

# This is New

Compte: 48

Mur: 2

Niveau: Improver

Chorégraphe: Maxwell Warner (USA) & Emiley Schott (USA) - August 2022

Musique: This Is New - Danger Twins



**INTRO: 32 Counts - 1 Tag with Restart on wall 7 after 18 counts**

**Section 1- [1-8]: Rock recover, 1/2 turn shuffle, Lock Step, Scuff**

1-2 R Rock recover  
3&4 1/2 turn shuffle over R shoulder  
5-7 L Step Lock Step  
8 R Scuff

**Section 2- [1-8]: Jazz box, Heel swivels (x4), moving R w/ 1/4 turn L on 4th swivel kicking**

1-4 Cross R over L (1), Back on your L (2), R to R side (3), Step L beside R (4)  
5-7 Both heels to R (5), Both toes to R (6), Both heels to R (7)  
8 1/4 Turn, toes to the L with a kick (8)

**Section 3- [1-8]: Mambo, Shuffle R Pivot, 1/2 R Shuffle L**

1&2 Step back on your L (1) recover weight onto R (&) step L together (2)  
3&4 Step R forward (3) Step L together (&) Step right forward (4)  
5-6 Step forward on R (5) Pivot 1/2 over R shoulder (6)  
7&8 Step L forward (7) Step R together (&) Step left forward (8)

**Section 4- [1-8]: Cross point (x2) , 1/4 R Jazz box,**

1-2 Cross R over L (1) Point L to L side (2)  
3-4 Cross L over R (3) Point R to R side (4)  
5-8 Cross R over L (5) Step back on L (6) 1/4 turn to R stepping R to R side (7) Step L beside R (8)

**Section 5- [1-8]: 1/2 Pivot L (x2), V Step**

1-2 Step forward on your R (1) Pivot half over your L shoulder (2)  
3-4 Step forward on your R (3) Pivot half over your L shoulder (4)  
5-8 Step R forward to R diagonal (5) Step L forward to L diagonal (6) Step R back center (7) Step L back center (8)

**Section 6- [1-8]: Vine R, Rolling vine, 1/2 turn R**

1-4 Step R to R side (1) Cross L behind R (2) Step R to R side (3) Touch L beside R (4)  
5-8 Step L forward turning 1/4 L (5) Step R back doing a 1/2 turn over R shoulder (6) Step L to side turning 1/4 L (7) Half hinge turn L stepping R to side (8)

**Tag: 2 counts, Wall 6 after 18 counts**

**Omit turn in count 8 of section 2 and add toe swivel to R w/o turn, hold for 2**

**Last Update: 22 Sep 2022**