

# Never Not

Compte: 32

Mur: 4

Niveau: Improver

Chorégraphe: Emanuele Fantucci (IT) - May 2024

Musique: Never Not - High Valley



**\*1 RESTART ( after 8 counts - 4th wall ) + 1 TAG ( after 14 counts - 8th wall )**

**SEQ:1) R. lock step diag. Fwd – R. lock shuffle diag.fwd – L. lock step diag. Fwd – L. lock shuffle diag. Fwd**

- 1-2 Right step diagonally forward, lock left behind right  
3&4 Right step diagonally forward, lock left behind right, right step diagonally forward  
5-6 Left step diagonally forward, lock right behind left  
7&8 Left step diagonally forward, lock right behind left, left step diagonally forward ( H.12.00 )  
( restart here on the 4th wall)

**SEQ: 2) R. rock step fwd – R.shuffle ½ turn right – L.step turn ½ turn right – L. shuffle step back ½ turn right**

- 1-2 Right rock step forward, recover to left  
3&4 ¼ turn right right step to right side, left next to right, right step fwd ¼ turn right  
5-6 left step forward, ½ turn right ( restart + tag on the 8th wall )  
7&8 left step to left side ¼ turn right, right next to left, left step back ¼ turn right ( H. 06-00 )

**SEQ. 3) ¼ TURN RIGHT RIGHT STEP TO RIGHT – R. SHUFFLE CROSS – LEFT ROCK SIDE - L. SHUFFLE CROSS**

- 1-2 ¼ turn right right step to right side, recover to left  
3&4 right cross over left, left step to left side, right cross over left  
5-6 left step to left side, recover to right  
7&8 left cross over right, right step to right side, left cross over right  
( H.09.00 )

**SEQ.4) RIGHT KICK BALL POINT – LEFT KICK BALL POINT – R. KICK BALL TOUCH IN PLACE – ½ TURN LEFT – RIGHT STOMP UP IN PLACE ( X 2 )**

- 1 & 2 right kick forward, right next to left, left touch to left side  
3 & 4 left kick forward, left next to right, right touch to right side  
5&6 right kick forward, right next to left, touch left next to right  
7&8 ½ turn left, right stomp in place ( x 2 )  
( H- 03.00 )

**TAG:**

- 8 th wall ( h 06.00 )> after 14 counts:  
7&8 hold, left stomp ( X2 )

**weight on the left so you are ready to restart ! Enjoy !**

**FINAL:**

- 1-2 RIGHT STEP DIAGONALLY FORWARD + LEFT STOMP IN PLACE