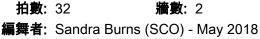
## Tonight

級數: Improver



音樂: Tonight - The Shires

#16 count intro	
Sect 1: Back Rock Recover R, Shuffle Forward R, Forward Rock Recover L, Coaster Step L	
1-2	Rock back on right foot. Recover weight onto left foot.
3&4	Step forward right. Close left beside right. Step forward right.
5-6	Rock forward on left foot. Recover weight onto right foot.
7&8	Step left back. Step right beside left. Step left forward. (12)
Sect 2: Forward Rock Recover R, Shuffle ½ R, Shuffle ½ R, ¼ R Side Rock Recover	
9-10	Rock forward on right foot. Recover weight onto left foot.
11&12	Make 1/2 turn right stepping forward right, step left next to right, step forward right.
13&14	Make ½ turn right stepping back left, step right next to left, step back left.
15-16	Turn ¼ R Stepping right to right side. Recover weight onto left foot. (3)
Sect 3: Cross, Side, Behind & Cross, Side Rock Recover, Sailor ¼ Turn L	
17-18	Cross right over left. Step left to left side.

- 19&20 Step right behind left foot. Step left to left side. Cross right over left.
- 21-22 Step left to left side. Recover weight onto right foot.
- 23&24 Step left behind right. <sup>1</sup>/<sub>4</sub> turn left stepping right to right side. Step left to left side (12)

## Sect 4: Step R, Pivot ½ L, Step R, ½ Turn R, ½ Turn R, Step L, Forward Rock Recover R

- Step right forward. Pivot 1/2 turn left. (6) 25-26
- 27-28 Step right forward. Make 1/2 turn right stepping back left.
- 29-30 Make <sup>1</sup>/<sub>2</sub> turn right stepping right forward. Step left forward.
- 31-32 Rock forward on right foot. Recover weight onto left foot. (6)

## Step change and Restarts:

\*1st Restart

During wall 5 Section 2, dance up to and including the 2 shuffle ½ turns and then step back Right, Left and Restart the dance. You will be facing the front when this happens.

## \*\*2nd Restart

During wall 11 Section 2, dance up to and including the 2 shuffle 1/2 turns and then step back Right, Left and Restart the dance. You will be facing the back when this happens.



