# **Never Going Back**

拍數: 32

級數: Intermediate

編舞者: Annette Skaff (CAN)

音樂: Never Going Back Again - Fleetwood Mac

BEFORE YOU START THE DANCE: Face the back wall and ready yourself for the dance with your weight on the left foot. Make a 1/2 turn right by spinning on the ball of the left foot as you go into the right shuffle which starts the sequence

Each new dance sequence will begin with this 1/2 turn right.

# SHUFFLE FORWARD RIGHT, SHUFFLE FORWARD LEFT, MODIFIED JAZZ BOX WITH ½ TURN RIGHT Start the dance facing the back wall. Make ½ turn right on the ball of the left foot as you shuffle forward right

- 1&2
   Shuffle forward right, left, right
- 3&4 Shuffle forward left, right, left
- 5-8 Cross right across left, step back on left, make ¼ right as you step side right, touch the left toe beside the right foot

## SIDE SHUFFLE LEFT, ROCK BACK RECOVER POINT, ROCK BACK RECOVER STEP, SYNCOPATED WEAVE

- 9&10 Side shuffle left, right, left
- 11&12 Rock back right, recover left, point right toe to side
- 13&14 Rock back right, recover left, step side right
- 15&16 Step left behind right, step side right, cross left over the right

### ROCK RECOVER WITH ¼ TURN, STEP TOUCH WITH ¼ TURN, LEFT COASTER BACK, FULL TURN STEP FORWARD

- 17-18 Rock side right, recover left as you make <sup>1</sup>/<sub>4</sub> turn left
- 19-20 Make ¼ turn left as you step side right, touch the left toe beside the right foot
- 21&22 Step back on left, step together with the right, step forward on left
- 23&24 Make a full turn forward to the left in the line of dance stepping right, left, step forward right

### LEFT MAMBO FORWARD, FULL TURN STEP BACK, LEFT COASTER BACK, RIGHT KICK BALL CHANGE

- 25&26 Rock forward left, recover back right, step back on left
- 27&28 Make a full turn back to the right stepping right, left, step back on right
- 29&30 Step back on left, step together with the right, step forward on left
- 31&32 Kick the right forward, step on the ball of the right, step forward on the left

#### REPEAT

Remember to turn to begin the next sequence





牆數:4