

# Don't Stop Movin!

拍數: 32      牆數: 4      級數: Intermediate  
編舞者: Jeremie Tridon (FR)  
音樂: Don't Stop Movin' - S Club 7



- 1-2      Step forward left, step forward right  
3&4      Kick left foot, ¼ turn to the right with hitch left, step left near right  
5&      Scoot back on left as right leg extends behind you, lock step right in behind left as you lift left knee  
6&      Scoot back on right as left leg extends behind you, lock step left in behind right as you lift right knee  
7&      Scoot back on left as right leg extends behind you, lock step right in behind left as you lift left knee  
8&      Scoot back on right as left leg extends behind you, lock step left in behind right as you lift right knee
- 1&2      Point right to right, recover right near left, point left to left  
3      Turn knees and bust to the left  
4      Turn knees and bust to the right  
5      Hitch right to the left  
6      ¼ turn to the right while stepping right forward  
7-8      Step forward left, step turn to the right
- 1      Step left forward, look down and hands on the face, palms forward  
2      Hold  
3-4      Step back right, step back left  
&5      Step back right slightly, step left across right  
6      Big step right to the right  
7      Start to recover left near right  
&8      Step forward left (left foot turned to the left), ¼ turn to the left with right pointed to the right
- 1-2      Snake roll to the right (body weight on right)  
3      Step left across right  
4      ½ turn to the right (body weight on left)  
5      Step right in right diagonal. Right index in the same direction of the right leg  
6      Step left in left diagonal. Left index in the same direction of the left leg  
7&8      Kick right, step back on right, pull in and tap left near right with left knee bent

## REPEAT

### BREAK:

There are 3 breaks of 4 counts at the end of 4th, 8th, and 12th walls

- 1      Kick left  
2      Flick left back  
3      Touch left near right  
&4      Snap right twice (once up, once down)

For the 5th wall, just dance the 16 first counts and restart the dance