

# Forever

拍數: 48      牆數: 4      級數: Low Intermediate - Rhumba rhythm  
編舞者: Patrizia Porcu (IT) - August 2012  
音樂: Forever - Mike Lane : (Album: Is It Me)



Start after 16 count on word "FOREVER"

## SECTION 1: Count 16

(1-16) : R CUCARACHA, CROSS, L CUCARACHA, CROSS, RHUMBA WALK MAKING  $\frac{3}{4}$  R TURN

- 1-2-3-4      Step R side, recover L, cross R over L, hold
- 5-6-7-8      Step L side, recover R, cross L over R, hold
- 9-10-11-12      Step R side (3:00), step L forward, step R forward(5:00), hold
- 13-14-15-16      Step L forward (6:00), step R forward (7:00), step L forward (9:00)

## SECTION 2: Count 16

(17-32): BASIC SIDE RHUMBA, TRIPLE STEP L TURN, RHUMBA BOX FORWARD

- 1-2-3-4      Step R side, step L beside R, step R side, hold
- 5-6-7-8      Step L side turning  $\frac{1}{2}$  L, step R side, turn  $\frac{1}{2}$  L, step L side, slide R to L
- 9-10-11-12      Step R forward, step L beside R, step R side, slide L to R
- 13-14-15-16      Step L back, step R beside L, step L side, hold

## SECTION 3 Count 8

(33-40): L AND R NEW YORK (CROSS ROCK OVER-RECOVER-SIDE)

- 1-2-3-4      Cross rock R over L, recover L, step R side, hold
- 5-6-7-8      Cross rock L over R, recover R, step L side, hold

## SECTION 4: Count 8

(41-48): SIERPIENTE = L WEAVE (CROSS-SIDE-BEHIND), SWEEP L SIDE, R CONTRA-R WEAVE (BEHIND-SIDE-CROSS)

- 1-2-3-4      Cross R over L, step L side, cross R behind L, sweep L toe to L side
- 5-6-7-8      Cross L behind R, step R side, cross L over R

## TAG (8 Counts): 8 FIGURE

- 1-2-3-4      Rock R side (12:00), Step L forward, pivot  $\frac{1}{2}$  R and then Weight On R, hold (6:00)
- 5-6-7-8      Step L forward, step R forward, pivot  $\frac{1}{2}$  L and then Weight on L, hold (12:00)

ENDING:(WOL)Cross R over L and make a L  $\frac{1}{2}$  turn ending with WOR e face on12:00

## NOTE: -

On 3rd wall (6:00) begin on SECTION 2 (Short wall)

At the end of 6th wall (9:00) make a TAG (8 counts) beginning 7th wall on 12:00

The last wall (the 8th ) is only the counts 1-24