

# Unforgiven

Count: 36

Wand: 2

Ebene: Intermediate

Choreograf/in: Dom Yates (UK) - July 2010

Musik: Unforgiven - Wow



**Intro: 16 Counts from Start of Music**

**Step, Forward Rock, ¼ Rock (Body Roll), Weave, Mambo ½**

1,2& Step forward on right, rock forward on left, recover onto right

3-4 Make ¼ turn left rocking left to side, recover onto right

**Optional: On recover to right roll body from left to right, ending sat back on right foot**

5&6 Cross left behind right, step right to side, step forward on left

7&8 Rock forward on right, recover onto left, make ½ turn right stepping forward right

**¼ Basic Left, Weave ¼, Pivot ½, ½ Back, Coaster Step**

1,2& Make ¼ turn right stepping left to side, rock back on right, recover onto left

3,4&5 Step right to side, cross left behind right, ¼ turn right stepping forward on right, step forward on left

6&7 Pivot ½ turn right, make ½ turn right stepping back on left, step back on right

8&1 Step back on left, step right next to left, walk forward on left

**2 Walks, Pivot ¼ Cross, ½ Turn, Rock Sweep**

2,3 Walk forward right, left

**Styling: Slightly cross over with steps "Prissy Walks"**

4&5 Step forward on right, pivot ¼ turn left, cross right over left

&6 Make ¼ turn right stepping back on left, make ¼ turn right stepping right to side

7,8 Rock left across right, recover onto right sweeping left foot around right from front to back

**Back, Hitch/Sweep, Behind Side Cross, Side Rock, Cross ½ Turn, Cross Rock, Side Cross**

1a Step back on left, hitch/sweep right around left from front to back

2&3 Cross right behind left, step left to side, cross right over left

&4 Rock left to side, recover onto right

5&6 Cross left over right, make ¼ turn left stepping back on right, make ¼ turn left stepping left to side

7&8& Cross rock right over left, recover onto left, step right to side, cross left over right

**2 Basics**

1,2& Step right to side, rock back on left, recover onto right

3,4& Step left to side, rock back on right, recover onto left

**Start Again**