Maybe Sometime

Wall: 4

Choreographer: Tony Vassell (UK) & Robbie McGowan Hickie (UK) - October 2019 Music: Let It Go - Kendell Marvel

Music Available on Download from iTunes & www.amazon.co.uk

#32 Count intro from Main Beat

Count: 32

Back Rock. Right Shuffle Forward. Step. Pivot 1/2 Turn Right. Left Shuffle 1/2 Turn Right.

- 1 2 Rock back on Right. Rock forward on Left.
- 3&4 Right shuffle forward stepping Right. Left. Right.
- 5 6 Step forward on Left. Pivot 1/2 turn Right.
- 7&8 Left shuffle making 1/2 turn Right stepping Left. Right. Left. (Facing 12 o'clock)

Easier Option: (Counts 5 - 8) 5 - 6 Rock forward on Left. Rock back on Right. 7&8 Left shuffle back stepping Left. Right. Left.

Level: Beginner

2 x Slides Back. Right Coaster Cross. Left Side Rock. Behind & Cross.

- 1 2 Slide back on Right. Slide back on Left.
- 3&4 Step back on Right. Step Left beside Right. Cross step Right over Left.
- 5 6 Rock Left out to Left side. Recover on Right.
- 7&8 Cross Left behind Right. Step Right to Right side. Cross step Left over Right.

Side Step Right. Together. Chasse 1/4 Turn Right. Forward Rock. Left Lock Step Back.

- 1 2 Step Right to Right side. Close Left beside Right.
- 3&4 Step Right to Right side. Close Left beside Right. Make 1/4 turn Right stepping forward on Right.
- 5 6 Rock forward on Left. Rock back on Right.
- 7&8 Step back on Left. Lock step Right across Right. Step back on Left. (Facing 3 o'clock) ***Restart***

Step Back. Touch Across. Step Fwd. 1/2 Turn Left. Step Back. Touch Across. Step Fwd. 1/2 Turn Right.

- 1 2 Step Right Diagonally back Right. Touch Left toe across Right.
- 3 4 Step forward on Left (Straighten up to 3 o'clock). Make 1/2 turn Left stepping back on Right.
- 5 6 Step Left Diagonally back Left. Touch Right toe across Left.
- 7 8Step forward on Right (Straighten up to 9 o'clock). Make 1/2 turn Right stepping back on Left.
(Facing 3 o'clock)

Start Again

Restart: Dance to Count 24 of Wall 5 ... then start the dance again from the Beginning (Facing 3 o'clock)



