Burning Devotion



Count: 48 Wall: 4 Level: Intermediate

Choreographer: Joenan (AUS)

Music: No Face No Name No Number - Modern Talking



After a long 37 sec. intro, start counting 36 counts from heavy beat then start dance

1-3	Rock right back; recover on left; step right to side
4&5	Sailor cross (step left behind right; step right to right; cross left over right)
6-7	Rock right back; recover on left
8&1	Step right to side; step left on ball behind right; cross right over left
2&3	Step left to left; step right beside left; step left to left turning 1/4 left
4-5	Full turn left traveling forward (turn ½ left and step right forward; turn ½ left and step left backward)
6&7	Shuffle forward (right left right)
8&1	Cross left over right; recover on right; tap left toe beside right
2-3	Step left to side and sway hips left; sway hips right
4&5	Sailor cross (step left behind right; step right to side; cross left over right)
6-7	Rock right to side; recover on left
8&1	Triple step (right left right) turning full turn left
2-3	Rock left behind right; recover on right
4&5	Shuffle to the left (left right left)
6-7	Rock right back; recover on left
8&1	Shuffle forward (right left right)
2-3	Full turn left traveling backwards (turn ½ left and step left backward; turn ½ left and step right forward)
4&5	Shuffle forward (left right left)
6-7	Walk forward on right, left
8&1	Cross right over left; recover on left; tap right toe beside left
2-3	Tap right toe to right; step right behind left
4&5	Cross shuffle (cross left over right; step right to right; cross left over right)
6&	Tap right toe to side; step right on ball behind left
7&8	Step left forward; lock step right behind left; step left forward
REPEAT	

REPEAT

TAG

After walls 1 & 4

1-6 Rocking chair (right, left, right, left); hip bumps (right, left)

TAG

After wall 3

1-8 Rocking chair (right, left, right, left); hip bumps (right, left, right, left)

TAG

After wall 6

1-10 Rocking chair (right, left, right, left); hip bumps (right, left, right, left, right, left)

