When You Say Nothing at All

Level: High Beginner

Choreographer: Rika Djamhari (INA) - August 2021

Music: When You Say Nothing at All - Music Travel Love : (Cover)

* Tag and restart on wall 2 after 16 counts

Count: 32

** Tag after wall 5

*** Tag and restart on wall 8 after 8 counts

See NOTE at bottom of page for detailed description of TAG and restarts

Wall: 2

Intro: 16 Counts

S1. FORWARD, SWEEP, CROSS OVER, SIDE, BACK SWEEP, CROSS BEHIND, 1/4 TURN R FORWARD SHUFFLE

- 1-2. Step LF Forward, sweeping RF from back to front
- 3-4. Cross RF over L, step LF to left side
- 5-6. Step RF back and sweep LF from front to back, cross LF behind R
- 7&-8. Turn 1/4 to right and step RF forward, step LF together, step RF forward

S2. 1/2 PIVOT TO R, FORWARD SHUFFLE, SIDE, CLOSE, BACK SHUFFLE

- 1-2. Step LF Forward, turn 1/2 to right and RF in place (9:00)
- 3&-4. Step LF Forward, step RF together, step LF forward
- 5-6. Step RF to right side, Step LF close next to R
- 7&-8. Step RF back, step LF together, step RF back

S3. 1/2 TURN L, BACK, HOOK, 1/4 TURN SIDE, BACK ROCK

- 1-2. turn 1/4 to left and step LF Forward, turn 1/4 to left and step RF to R side (3:00)
- 3-4. Step LF back, R heel up cross over L
- 5-6. Step RF forward, turn 1/4 to right and step LF to left side (6:00)
- 7-8. Step RF back, recover on L

S4. VINE R TOUCH, FULL TURN TO L, SIDE SWAY

- 1-2. Step RF to right side, Cross LF behind R
- 3-4. Step RF to right side, touch LF next to R
- 5-6. Turn 1/4 to left and step LF forward, turn 1/2 to left and step RF back
- 7-8. Turn 1/4 to left and step LF to left side, recover on R with sway (WOR)

Start Again

NOTE:

* Tag and restart on wall 2 after 16 counts (facing 3:00)

TAG (2 Counts):

1-2. Turn 1/4 to right and step LF to left side, sway to R (WOR)

** Tag after wall 5 (facing 12:00)

TAG (2 counts)

1-2. Sway L, Sway R (WOR)

*** Tag and restart on wall 8 after 8 counts (facing 3:00)

TAG (3 counts):

1-2-3. Turn 1/4 to right and step LF to left side, sway to R, hold (WOR)

Enjoy the dance!

