

Every Road

Count: 48

Wall: 4

Level: Improver

Choreographer: Tina Argyle (UK) - August 2023

Music: Every Road - Rory O'Neill : (iTunes)



Count In : 16 counts from start of track approx

R Side Rock, Cross Shuffle. L Side Rock, Cross Shuffle

- 1-2 Rock R to right side, recover weight onto L
- 3&4 Cross R over L, step L to left side. Cross R over L
- 5-6 Rock L to left side, recover weight onto R
- 7&8 Cross L over R, step R to right side. Cross L over R

Side Behind Chasse ¼ Turn. ½ Pivot Turn, Shuffle Forward

- 1-2 Step R to right side, cross L behind R
- 3&4 Step R to right side, close L at side of R, make ¼ turn right stepping fwd. R (3 o'clock)
- 5-6 Step fwd. L, make ½ pivot turn right onto R (9 o'clock)
- 7&8 Step fwd. L, close R at side of L, step fwd. L

Full Turn Forward (or Walk, Walk) Rock Fwd. Recover, Shuffle Back. Coaster Step

- 1-2 Make ½ turn left stepping back R, make ½ turn left stepping fwd. L (9 o'clock)
- 3-4 Rock fwd. R, recover weight back onto L
- 5&6 Step back R, close L at side of R, step back R
- 7&8 Step back L, step back R at side of L, step fwd. L

*** Re Start here during Wall 3

Walk Fwd.x2. Step ¼ Turn, Cross Shuffle. 1/2 Hinge Turn

- 1-2 Step fwd. R then L
- 3-4 Step fwd. R, make ¼ turn left onto L (6 o'clock)
- 5&6 Cross R over L, step L to left side, cross R over L
- 7-8 Make ¼ turn right stepping back L, make ¼ turn right stepping R to right side (12 o'clock)

L Cross Side, Sailor Step. R Cross Side, Sailor Step

- 1-2 Cross L over R, step R to right side
- 3&4 Cross L behind R, step R to right side, step L in place
- 5-6 Cross R over L, step L to left side
- 7&8 Cross R behind L, step L to left side, step R in place

Cross, ¼ Turn. Coaster Step. ½ Pivot Turn, Kick Ball Cross

- 1-2 Cross L over R, make ¼ turn left stepping back R (9 o'clock)
- 3&4 Step back L, step back R at side of L, step fwd. L
- 5-6 Step fwd. R, make ½ pivot turn left onto L (3 o'clock)
- 7&8 Kick R to right diagonal, step R in place, cross L over R

Thanks to Rory for this great track!