Never Gonna Give You Up



Compte: 32 Mur: 4 Niveau: Improver -Disco

Chorégraphe: Christina Yang (KOR) - November 2017

Musique: Never Gonna Give You Up - Rick Astley



Start the dance after 32 counts

SECTION 1: (SIDE, TOUCH, STEP, TOUCH, 4 TIMES OF SWIVEL) WITH ARM ACTION

1-4 RF side while spread out both arms, LF side touch while L arm straight up toward front, LF

side while spread out both arms, RF side touch while R arm straight up toward front.

5-8 RF swivel to R while raise both arms to L diagonal side, LF swivel to L side while raise both

arms to R diagonal side, RF swivel to R while down both arms to L diagonal side, LF swivel

to L while down both arms to R diagonal side.

SECTION 2: ROLLING TURN TO R, CLAP, 1/4 TURN TO L WITH ROLLING TURN TO L, CLAP

1-4 1/4 turn to R with RF forward, 1/4 turn to R with LF side, 1/2 turn to R with RF side, LF side

touch with clap

5-8 1/4 turn to L with LF forward, 1/2 turn to L with RF backward, 1/2 turn to L with LF

forward. RF side with clap

SECTION 3: 3 TIMES OF SWIVEL WITH ROLLING HANDS, HOLD WITH ROLLING HANDS, 3 TIMES OF SWIVEL WITH FINGER POINT, HOLD WITH ROLLING HAND

1-4 Both heels to L while rolling hands to R side, Both heels to R with rolling hands to L side,

Both heels to L while rolling hands to R side, hold with rolling hands to R side

5-8 Both heels to R while L hand pointing toward the L sky, Both heels to L while R hand pointing

toward the R sky, Both heels to R with L hand pointing toward the L sky, hold with L hand

pointing toward the L sky

SECTION 4: BACK WITH ROLLING HANDS, SIDE TOUCH WITH FINGER POINT, BACKWITH ROLLING HANDS, SIDE TOUCH WITH FINGER POINT, STEP, CROSS, 1/4 TURN TO L WITH JAZZ BOX

1-4 RF backward with rolling hand, LF side touch with R hand pointing toward R sky, LF

backward with rolling hand, RF side touch with L hand pointing toward L sky

5-8 RF cross over LF, LF cross over RF, 1/4 turn to L with RF backward, LF side

RESTART

On the 2nd, 5th, 10th walls, you should dance until 16 counts and start again.