When You're Away

级数: Improver

编舞者: Helen Owen (UK) & Mathew Sinyard (UK) - April 2025

墙数:4

音乐: When You're Away (feat. Alyssa Bonagura) (Country Mix) - Mal Pope

Intro: 32 Counts

拍数: 32

Tag danced at the end of Wall 4

Section 1 Forward Rock. Recover. Coaster Step. Walk L R. Shuffle Forward.

- 12 Rock forward on right, recover on to left.
- 3 & 4 Step back on right, step left beside right, step forward on right.
- 56 Walk forward stepping L R.
- 7 & 8 Step forward on left, close right towards left, step forward left.

Section 2 Forward Rock, Recover, Shuffle ½, Step Pivot ¼, Cross Shuffle.

- 12 Rock forward on right, recover on to left.
- 3&4 ¹/₄ turn right stepping right to side, close left beside right, ¹/₄ turn right stepping right forward.
- 56 Step forward on left, pivot 1/4 turn right (weight ending on right).
- 7 & 8 Cross left over right, step right to side, cross left over right.

Section 3 Monterey 1/2 Turn, Scuff, Cross, 1/4 Back, Coaster Step.

- 1234 Point right to side, ¹/₂ turn right on ball of left closing right beside left, point left to side; scuff left across right.
- 56 Cross left over right, 1/4 turn left stepping back on right.
- 7 & 8 Step back on left, step right beside left, step forward on left.

Section 4 Step Forward, ½ Back, Shuffle Back, Back Rock Recover, ¼ Touch.

- 12 Step forward on to right, 1/2 turn right stepping back left.
- 3&4 Step back on right, close left towards right, step back on right.
- 5678 Rock back on left, recover on to right, ¼ turn right stepping left to side, touch right beside left.

Tag danced at the end of wall 4:

Forward Rock, Recover, Coaster Step, Forward Rock, Recover, Coaster Step.

- 12 Rock forward on right, recover on to left.
- 3&4 Step right back, step left beside right, step right forward.
- 56 Rock forward on left, recover on to right.
- 7 & 8 Step left back, step right beside left, step left forward.

Ending: on wall 13 dance up to & including the cross shuffle in section 2 to finish at 12:00 as the music starts to fade away.

