

FOREVER YOUNG

Count 64 Level intermediate 3 tags 1 restart

Choreographed by Ressia Giusi

Music : "Young forever" by High Valley

Description wall

A-A-TAG1-8 counts hold-A-A-TAG1-TAG2-A(32)-A(restart with TAG3)-TAG1

PART A

1-8 CHASSE', ROCK BACK, KICK BALL CROSS, 1/2 TURN RIGHT

1&2 R step side, L step together, R step side

3-4 L step behind R, recover on R

5&6 L kick fwd, L next to R, cross R over L

7-8 ¼ turn R and L step back, ¼ turn R and R step side

9-16 WEAVE, KICK BALL CROSS, 1/4 TURN

1-4 cross L over R, R step side, cross L behind R, R step side

5&6 L kick fwd, L next to R, cross R over L

7-8 ¼ turn R and L step back, R step together

17-24 CROSS, HOLD, CROSS, HOLD, ROCK SIDE, ROCK BACK

1-2 cross L over right, hold

&3-4 R step side, cross L over R, hold

5-6 R step side, recover on L

7-8 R step behind L, recover on L

25-32 STOMP, HOLD, ½ TURN, STOMP, HOLD, ½ TURN, TOUCH, STEP BACK, DRAG

1-2 R stomp fwd, hold

&3-4 ½ turn L, L stomp fwd, hold

5-6 ½ turn L and R step back, L touch together

7-8 L long step back on L diagonal, drag R to the L (weight on L)

Restart here on 5 wall with TAG 3

33-40 SHUFFLE BACK, COASTER STEP, ½ STEP TURN, FULL TURN

1&2 R step back, L step together, R step back

3&4 L step back, R step together, L step fwd with clap

5-6 R step fwd, ½ turn left and recover on L

7-8 ½ turn L and R step back, ½ turn L and L step fwd

41-48 WALK, SCUFF, HITCH, STEP, FULL TURN, ¼ SAILOR TURN

1-2 R step fwd, L step fwd

3&4 R scuff, R hitch, R step back

5-6 ½ turn L and L step fwd, ½ turn L and R step back

7&8 L cross behind R, ¼ turn L and R step side, L step fwd

49-56 CROSS, TOUCH, HEEL, TOUCH, ½ MONTEREY, STOMP-UP X2

1-2 R cross over L, L toe touch behind R

&3-4 recover on L, R heel forward, R toe touch side

5-6 ½ turn R and R step together

7-8 L stomp-up together, L stomp-up together

57-64 STEP, TOUCH, CROSS, TOUCH, ¼ JAZZ BOX

1-2 L step fwd, R toe touch side

3-4 R cross over L, L toe touch side

5-6 cross L over R, R step back

7-8 ¼ turn L and L step side, R stomp-up together

REPEAT

TAG 1 (32 counts) After 2nd e 4th wall

1-8 VINE, CROSS, $\frac{1}{4}$ TURN, ROCK, $\frac{1}{2}$ TURN, STEP, $\frac{1}{4}$ TURN, SCUFF
1-4 R step side, L cross behind R, R step side, L cross over R
&5-6 $\frac{1}{4}$ turn R, R step fwd, recover on L
&7-8 $\frac{1}{2}$ turn R, R step fwd, $\frac{1}{4}$ turn R and L scuff

9-16 VINE, CROSS, $\frac{1}{4}$ TURN, ROCK, $\frac{1}{2}$ TURN, STEP, $\frac{1}{4}$ TURN, SCUFF
1-4 L step side, R cross behind L, L step side, R cross over L
&5-6 $\frac{1}{4}$ turn L, L step fwd, recover on R
&7-8 $\frac{1}{2}$ turn L, L step fwd, $\frac{1}{4}$ turn L and R scuff

17-24 STEP, HOOK, SHUFFLE FWD, SHUFFLE BACK, CHASSE'
1-2 R step side, $\frac{1}{4}$ turn L and L hook over R
3&4 L step fwd, R step together, L step fwd
&5&6 $\frac{1}{2}$ turn L, R step back, L step together, R step back
&7&8 $\frac{1}{4}$ turn L, L step side, R step together, L step side

25-32 STOMP OUT, HOLD, STOMP OUT, HOLD, SHUFFLE BACK, COASTER STEP
1-2 R stomp out, hold
3-4 L stomp out, hold
5&6 R step back, L step together, R step back
7&8 L step back, R step together, L step fwd

TAG 2 (32 counts) at the end of 4th wall after tag1

1-8 MODIFIED RUMBA BOX
1-2 R step side, L next to R
3-4 R step fwd, L step side
5-6 R step back, L next to R
7-8 R step side, hold

9-16 CLAP TWICE, GRAPEVINE, SCUFF, HITCH, STOMP, HOLD
1-2 clap, clap
3-4 R step side, L cross behind R
5-6 $\frac{1}{4}$ turn R and R step fwd, L scuff
&7-8 $\frac{1}{4}$ turn R and L hitch, L stomp together, hold

17-24 CLAP TWICE, GRAPEVINE, SCUFF, HITCH, STOMP, HOLD
1-2 clap, clap
3-4 R step side, L cross behind R
5-6 $\frac{1}{4}$ turn R and R step fwd, L scuff
&7-8 $\frac{1}{4}$ turn R and L hitch, L stomp together, hold

25-32 CLAP TWICE, HOLD, SHUFFLE BACK, COASTER STEP
1-2 clap, clap
3-4 hold, hold
5-6 R step back, L step together, R step back
7-8 L step back, R step together, L step fwd

TAG 3 On 5 wall, at restart, change counts 1-4 with

1-2 R long step back on R diagonal, drag L to the R
3-4 L stomp together, hold (weight on R)