

Midnight Moves (P)

Count: 32 Wall: 0 Level: Beginner / Intermediate Partner

Choreographer: Dan Albro (5 December 2019)

Music: "Lovin' On You" by Luke Combs



*1Rrestart: 2nd repetition after count 16

Intro: 32 counts from when the band comes in or 48 counts from the first beat

Start: Partners start in side by side position facing FLOD.

Like footwork except where noted.

[1-8] STOMP, FAN, FAN, FAN ¼ TURN, LUNGE, TOUCH, TOUCH OUT, TOUCH IN

- 1,2,3,4 Stomp R next to L, fan R toes right, Fan R toes left, fan R toes right turning ¼ right
- 5,6 Large step side left on L (facing OLOD) extending left hands FLOD, touch R toe next to L
- 7,8 Touch R toe out, touch R toe next to L

[9-16] SHUFFLE SIDE, ROCK, REPLACE, TURN THE LADY ¼, ½, SHUFFLE FWD

- 1&2,3,4 Step side R, step L next to R, step side R, rock back L, replace weight on R
- 5,6 MAN Turn ¼ left stepping fwd L, step fwd R
- 7&8 MAN Step fwd L, step R next to L, step fwd L
- 5,6 LADY Keeping right hands connected Turn ¼ right stepping back L, turn ½ right stepping fwd R
- 7&8 LADY Now in front of man Shuffle fwd L, R, L into Indian position

* Restart the dance here in side by side position on repetition 2

[17-24] STEP SIDE, TOUCH IN, TOUCH OUT, TURN LADY TO FACE OLOD, COASTER

- 1,2 Large step side right on R extending left hands towards center, touch L toe next to R
- 3,4 Touch L toe out, touch L toe next to R
- 5,6 MAN Turn ¼ left stepping fwd L, step R next to L (man facing ILOD)
- 5,6 LADY Turn ¼ right stepping back L under left arms, step back R (ladies facing OLOD)
- 7&8 Step back L, step R next to L, step fwd L both hands still connected left hands on top

[25-32] SHUFFLE FWD ¼ TURN(SIDE BY SIDE), SHUFFLE FWD, WALK, WALK, KICK BALL CHANGE

- 1&2 MAN Step fwd R, step L next to R, step fwd R turning ¼ right to face FLOD into side by side
- 1&2 LADY Step fwd R under left arms, step L next to R, turn ¼ left stepping fwd R
- 3&4 5,6 Step fwd L, step R next to L, step fwd L, step fwd R, step fwd L
- 7&8 Kick R fwd, step on ball of R, step on L