

# Hey Old Lover

Choreographers: Lesley Kidd & Rob Fowler & I.C.E. – August 2020

Counts: 32 - Walls: 4 - Level: Improver (1 Tag – Wall 3)

Music: Hey Old Lover by Kip Moore - 2m 59s

BPM: 112 (approx.) - Intro: 8 counts (approx. 5 secs)

<b>S1</b>	<b>Walk R, Walk L, Side Rock, Recover, Step R, L Point &amp; Heel &amp; Rock, Recover</b>	Clock
1,2	Walk forward R, walk forward L	
&3,4	Rock R to R side, recover onto L, step R beside L	
5&6&	Point L to L side, step L beside R, tap R heel forward, step R beside L	
7,8	Rock forward L, recover onto R	(12:00)
<b>S2</b>	<b>Rock Back ¼ L, Recover ¼ R, Rock Forward L, Recover ¼ R, Cross L, ¼ Turn L, Step L, Cross R, Side L</b>	
1,2	Rock back L turning ¼ L (to 9:00), recover onto R turning ¼ R (to 12:00)	
3,4	Rock forward L, recover onto R making ¼ turn R	(3:00)
5,6	Cross L over R, step back R making ¼ turn L	(12:00)
&7,8	Step L next to R, cross R over L (angling body to 10:30), step L to L side	
<b>S3</b>	<b>R Heel Grind, R Sailor, L Cross Shuffle, Step R, Together L, Hold</b>	
1,2	Rock fwd R heel twisting R toe from L to R, recover back on L	(12:00)
3&4	Step R behind L, step L to L side, step R to R side	
5&6	Step L across R, step R to R side, step L across R	
&7,8	Step R to R side, step L next to R turning ¼ L, hold	(10:30)
<b>S4</b>	<b>Cross R, ¼ Turn R, ½ Turn R, Point L, Switch, Touch R, R Kick Ball Step</b>	
1,2	Cross R over L squaring up to 12:00, make ¼ turn R stepping back L	(3:00)
3,4	Make ½ turn R stepping forward R, point L to L side	(9:00)
&5,6	Step L beside R, point R to R side, touch R beside L	
7&8	Kick R forward, step R beside L, step L slightly forward	(9:00)

## Start Over

**TAG:** At the end of **Wall 3**, facing 3 o'clock, dance the following 8 counts then restart the dance.

## R Chasse, Rock Back L, Recover R, Full Turn L, Touch R

1&2	Step R to R side, step L beside R, step R to R side
3,4	Rock back L, recover onto R
5,6	Make ¼ turn L stepping forward L, make ½ turn L stepping back R
7,8	Make ¼ turn L stepping L to L side, touch R beside L