



Dance: **Hold Me Now**
 Type: 32 Count, 4 Wall, Improver
 Choreographer: Jonas Dahlgren (SWE), Raymond Sarlemijn (NL) & Roy Hadisubroto (IRE), February 2024
 Choreographed to: Hold Me Now (Dance Version) by Johnny Logan (132 bpm, 3:33 min)

Intro: Start after count 64, on the word "Touch" on the `Heavy Beat

Section 1	Step Point x 2, Jazz Box 1/4 Cross	
1,2	Step right forward. Point left to left side	Step, point
3,4**	Step left forward. Point right to right side	Step, point
5,6	Cross right over left. Step left back	Cross, back
7,8*	Step right 1/4 turn right (3:00). Cross left over right	Turn, cross
Section 2	Chasse Right, Back Rock, Side, Hold, Back Rock	
1&2	Step right to right side. Step left beside right. Step right to right side	Right chasse
3,4	Rock back on left. Recover on right	Back rock
5,6	Step left large step to left side. Hold	Side, hold
7,8	Rock back on right. Recover on left	Back rock
Section 3	Kick-Ball Change x 2, Forward Rock, 1/2 Shuffle	
1&2	Kick right forward. Step ball of right beside left. Step left in place	Kick-ball change
3&4	Kick right forward. Step ball of right beside left. Step left in place	Kick-ball change
5,6	Rock forward on right. Recover on left	Forward rock
7&8	Turn 1/4 right stepping right to right side. Step left beside right. Step right 1/4 turn right (9:00)	Half shuffle
	<i>Non-turning steps 7&8: Back Shuffle</i>	
7&8	<i>Step right back. Step left beside right. Step right back</i>	<i>Back Shuffle</i>
Section 4	1/2 Shuffle, Coaster Step, Forward Rock, 1/2 Shuffle	
1&	Turn 1/4 right stepping left to left side. Step right beside left	Half shuffle
2	Turn 1/4 right stepping left back (3:00)	
	<i>Non-turning steps 1&2: Back Shuffle</i>	
1&2	<i>Step left back. Step right beside left. Step left back</i>	<i>Back Shuffle</i>
3&4	Step right back. Step left beside right. Step right forward	Coaster step
5,6	Rock forward on left. Recover on right	Forward rock
7&8	Turn 1/4 left stepping left to left side. Step right beside left. Step left 1/4 turn left (9:00)	Half shuffle
Restart	* Wall 5 (12:00) after 8 Counts (restart facing 3:00)	
	** Wall 10 (3:00) after 4 Counts (restart facing 3:00)	