



## Don't Disturb Me

Count: 64 - Wall: 4 - Level: Intermediate

Choreographer: Niels Poulsen (July 2013)

Music: Wake me up by Avicii. [4.09 mins. – iTunes]

**Intro: 16 counts from first beat in music (app. 8 secs. into track)**

**[1 – 8] R & L heel switches, stomp rock with clap clap, change weight, REPEAT with L foot**

- 1&2& Touch R heel fwd (1), step R next to L (&), touch L heel fwd (2),  
step L next to R (&) 12:00
- 3&4& Stomp R fwd (3), clap hands (&), recover back on L clapping hands (4),  
step R next to L (&) 12:00
- 5&6& Touch L heel fwd (5), step L next to R (&), touch R heel fwd (6),  
step R next to L (&) 12:00
- 7&8& Stomp L fwd (7), clap hands (&), recover back on R clapping hands (8),  
step L next to R (&) 12:00

**[9 – 16] R rock fwd, triple  $\frac{3}{4}$  R, rock L fwd, shuffle  $\frac{1}{2}$  L**

- 1 – 2 Rock fwd on R (1), recover weight back on L (2) 12:00
- 3&4 Turn  $\frac{1}{2}$  R stepping fwd on R (3), step L behind R (&),  
turn  $\frac{1}{4}$  R stepping fwd on R (4) 9:00
- 5 – 6 Rock fwd on L (5), recover weight back on R (6) 9:00
- 7&8 Turn  $\frac{1}{4}$  L stepping L to L side (7), step R next to L (&),  
turn  $\frac{1}{4}$  L stepping fwd on L (8) 3:00

**[17 – 24]  $\frac{1}{4}$  L, cross rock, L chasse, R cross rock, syncopated step touches**

- &1 – 2 Turn  $\frac{1}{4}$  L stepping R to R side (&), cross rock L over R (1),  
recover weight back on R (2) 12:00
- 3&4 Step L to L side (3), step R next to L (&), step L to L side (4)
- 5 – 6 Cross rock R over L (5), recover weight back on L (6) 12:00
- &7&8 Step R to R side (&), touch L next to R (7), step L to L side (&),  
touch R next to L (8) 12:00

**[25 – 32] R back, weave into L sailor  $\frac{1}{4}$  L, step  $\frac{1}{2}$  L, R kick & heel &**

- &1 – 2 Step R a small step back (&), cross L over R (1),  
step R to R side (2) 12:00
- 3&4 Cross L behind R (3) turn  $\frac{1}{4}$  L stepping R next to L (&),  
step fwd on L (4) 9:00
- 5 – 6 Step fwd on R (5), turn  $\frac{1}{2}$  L stepping fwd onto L (6) 3:00
- 7&8& Kick R fwd (7), step R next to L (&), touch L heel fwd (8),  
step L next to R (&) \*\* 3:00

**\*\*Restart - During wall 3, after 32 – Facing 9:00**

**[33 – 40] Rock R fwd, ¼ R into R chasse, cross, ¼ L back, shuffle ½ L**

- 1 – 2 Rock fwd on R (1), recover weight back on L (2)  
3&4 Turn ¼ R stepping R to R side (3), step L next to R (&), 6:00  
step R to R side (4) 6:00  
5 – 6 Cross L over R (5), turn ¼ L stepping back on R (6) 3:00  
7&8 Turn ¼ L stepping L to L side (7), step R next to L (&),  
turn ¼ L stepping fwd on L (8) 9:00

**[41 – 48] Step ¼ L, cross shuffle, L side rock, together, point R & L, together with L**

- 1 – 2 Step fwd on R (1), turn ¼ L stepping onto L (2) 6:00  
3&4 Cross R over L (3), step L to L side (&) cross R over L (4)  
5 – 6& Rock L to L side (5), recover weight to R (6), step L next to R (&)  
7&8& Point R to R side (7), step R next to L (&), point L to L side (8),  
step L next to R (&) 6:00

**[49 – 56] Point R, ¼ R with sweep fwd, L samba step, R jazz box ¼ R into chasse**

- 1 – 2 Point R to R side (1), turn ¼ R stepping onto R  
and sweeping L fwd (2) 9:00  
3&4 Cross L in front of R (3), rock R to R side (&),  
recover L to L side (4) 9:00  
5 – 6 Cross R over L (5), turn ¼ R stepping back on L (6) 12:00  
7&8 Step R to R side (7), step L next to R (&), step R to R side (8)

**[57 – 64] Ball side rock, R sailor ¼ R, rock L fwd, L coaster step**

- &1 – 2 Step L next to R (&), rock R to R side (1), recover weight on L (2)  
3&4 Cross R behind L (3), turn ¼ R stepping L next to R (&), 3:00  
step fwd on R (4)  
5 – 6 Rock fwd on L (5), recover weight back on R (6) 3:00  
7&8 Step back on L (7), step R next to L (&), step fwd on L (8)  
**or full triple turn L on 7&8 ?? 3:00**

**Start again**

**Restart: During wall 3, after 32 counts, facing 9:00.**

**Ending The dance automatically finishes at 12:00. Finish wall 8, facing 12:00, stomp R fwd! ?? 12:00**

**NOTE! Non-turny option for counts 38-42: step R to R side (6), behind side cross (7&8), side rock (1-2)**