Alice (Tribal Version)

Count: 32 **Wall:** 4 **Level:** Improver

Choreographer: Raymond Sarlemijn (NL), Roy Hadisubroto (IRE) & Jonas Dahlgren (SWE) - May 2026

Music: Alice (Tribal Version) - Sonic Music

Start: After 16 Counts
Note: Tags happen after the rap section of the music. They occur on Wall 5 after 16 counts and Wall 8 after 16 counts.

SECTION 1 – Skate R, L, RLR, Side Steps, Skate LRL

1–2	Skate RF to right, skate LF to left
3&4	Skate RF to right, skate LF to left, skate RF to right
5–6	Step LF to left, step RF to right
7&8	Skate LF to left, skate RF to right, skate LF forward

SECTION 2 – Cross, Side, Recover, Cross, Side, Recover, Cross, Back, ¼ Turn, Cross

1&2	Cross RF over LF, step LF to left, recover onto RF
3&4	Cross LF over RF, step RF to right, recover onto LF
5–6	Cross RF over LF, step LF back
7–8	¼ turn right stepping RF to right, cross LF over RF

SECTION 3 – Rock, Behind Side Cross, Rock, Behind Side Forward

1–2	Rock RF to right, recover onto LF
3&4	Step RF behind LF, step LF to left, cross RF over LF
5–6	Rock LF to left, recover onto RF
7&8	Step LF behind RF, step RF to right, step LF forward

SECTION 4 – Rock Forward, Back Touch, ½ Turn, Diagonal Steps, Touch, Double Clap

1–2	Rock RF forward, recover onto LF
&3–4	Step RF back, touch LF back, ½ turn left stepping LF forward
5	Step RF diagonally forward right
6	Step LF diagonally forward left
7	Touch RF next to LF
&8	Clap, Clap

TAG 1 – Wall 5 (After 16 Counts – Facing 3:00)

1–2	Step RF forward, ¼ turn left
3–4	Close LF next to RF, step RF in place – Restart dance

TAG 2 – Wall 7 (After 16 Counts – Facing 9:00)

1	Step RF forward
2	½ turn left stepping LF forward
3	Step RF forward
4	¼ turn left placing weight onto LF

TAG 3 – Performance Tag (32 Counts)

1–8	Both arms next to body, circle from inside to outside upward
9–16	Lower both arms from inside to outside downward back next to body
17–24	Reach both arms forward slowly to face height
25–28	Make a heart shape with both hands
29–32	Hands together in a thank you gesture and slight bow

Last Update - 3 July 2026 - R1