

- S - 1** **Walk Fwd x2, Shuffle Fwd, Step Pivot 1/2 R, Shuffle 1/2 R**
1 - 2 RF walk forward, LF walk forward
3 & 4 RF step forward, LF step beside, RF step forward
5 - 6 LF step forward, L+R 1/2 turn right
7 & 8 LF 1/4 right and step side, RF step beside, LF 1/4 right and step back [12]
- S - 2** **Walk Back x2, Coaster Step, Rock Fwd Recover, Â¼ L Chasse**
1 - 2 RF walk back, LF walk back
3 & 4 RF step back, LF close, RF step forward
5 - 6 LF rock forward, RF recover
7 & 8 LF 1/4 left and step side, RF close, LF step side [9]
- S - - 3** **Jazz Box Cross, Side, Together, Chasse Â¼ R**
1 - 4 RF cross over, LF step back, RF step side, LF cross over
5 - 6 RF step side, LF together
7 & 8 RF step side, LF close, RF 1/4 right and step forward [12]
- S - 4** **Rock Fwd Recover, Coaster Step, Toe Switches R & L, Heel Switches R & L**
1 - 2 LF rock forward, RF recover
3 & 4 LF step back, RF close, LF step forward
5 & 6 & RF point side, RF together, LF point side, LF together
7 & 8 & RF dig heel forward, RF together, LF dig heel forward, LF together [12]
- S - 5** **Step Pivot Â½ L, Â½ L Back, Â¼ L Side, Cross Shuffle, Chasse**
1 - 2 RF step forward, R+L 1/2 turn left
3 - 4 RF 1/2 left and step back, LF 1/4 left and step side
5 & 6 RF cross over, LF step side, RF cross over
7 & 8 LF step side, RF close, LF step side [9]
- S - 6** **Cross Rock Behind Recover, Side, Hold, Vine Right, Point**
1 - 4 RF rock behind, LF recover, RF step side, hold
5 - 8 LF cross behind, RF step side, LF cross over, RF point side [9]
- S - 7** **Jazz Box Double Clap R&L**
1 - 3 & 4 RF cross over, LF step back, RF step side, clap, clap
5 - 7 & 8 LF cross over, RF step back, LF step side, clap, clap [9]

Start again

Restart: **Dance the 4th wall up to and including count 48 (count 8 of the 6th section) and start again**

Ending: **At the beginning of the 6th wall the music slows down, continue dancing in the original tempo up to and including count 24 (count 8 of the 3rd section) and end with:**

1 **LF 1/4 right and step side [12]**
