

Remember to Vote for your favourite dances in the Linedancer Charts.

Intro: 16 Counts from start of heavy beat – Start at approx 15 secs into the track.

SEC 1 R MAMBO FWD. LOCK STEP BACK. COASTER STEP. L SHUFFLE FWD

- 1& 2 Rock forward onto R, recover weight onto L, step slightly back R
3&4 Step back L, lock R over L, step back L
5&6 Step back R, step back L, step forward R
7&8 Step forward L, close R at side of L, step forward L

SEC 2 RUMBA BOX. WALK BACK WITH SWEEPS. ROCK BACK.RECOVER

- 1& 2 Step R to right side, close L at side of R, step forward R
3&4 Step L to left side, close R at side of L, step back L sweeping R clockwise at the same time
5 Step back R sweeping L anti-clockwise at the same time,
6 Step back L sweeping R clockwise at the same time
7- 8 Rock back onto R (lift the L knee if you wish) recover weight forward onto L

SEC 3 STEP, HOLD ¼ TURN, HOLD. STEP, HOLD ¼ TURN, HOLD.

MODIFIED JAZZ BOX WITH SIDE ROCK, RECOVER

- 1- 2 Step fwd R, make ¼ turn left
(it will feel like you are holding before the turn, as not using the & count) 9 o'clock
3-4 Step fwd R, make ¼ turn left
(it will feel like you are holding before the turn, as not using the & count) 6 o'clock
5- 6 Cross R over L, step back L
7- 8 Rock R out to right side as you push the hip at the same time, recover weight onto L

SEC 4 MAMBO CROSS ROCK R THEN L. MAMBO ¼ TURN, RUN ½ TURN

- 1& 2 Cross rock R over L, recover, step R to right side
3&4 Cross rock L over R, recover, step L to left side
5&6 Cross rock R over L, recover, make ¼ turn right stepping fwd R **9 o'clock**
7&8 Run round a ½ turn right stepping L,R,L **3 o'clock**

TAG At the end of walls 1, 4, 7 then re-start the dance from the beginning.

TAG CHARLESTON STEP. SAILOR ¼ TURN X3

- 1-2 Touch R toe forward, step back on R
3&4 Make ¼ turn left sweeping and stepping L in place, step R at side of L, step L in place

Repeat Above 4 counts 3 times to complete the tag, you will have made a ¾ turn altogether

Thanks to Steve Lovett for bringing this track to my attention.