

Start on main beat

**Side, Sailor ½ Turn Cross, Chasse Left, Back Rock & Point, Cross Back Side**

- 1 Step L to left side
- 2&3 Step R behind L, step L ½ turn right, cross step R over L
- 4&5 Step L to left side, close R to L, step L to left side
- 6&7 Rock R behind, recover, point R to right side
- 8&1 Cross step R over L, step L back, step R to right side

**Back Rock & Point, Sailor ¼ Turn Right, Right Shuffle, Kick Ball Change**

- 2&3 Rock L behind R, recover, point L to left side
- 4&5 Step L behind, step R ¼ turn right, step L to left side Restart 4th wall
- 6&7 Step R forward, close L to R, step R forward
- 8&1 Kick L forward, step L beside R, step R in place

**Left Shuffle, Step ½ Pivot Step, Triple Full Turn Right, Chasse Right**

- 2&3 Step L forward, close R to L, step L forward
- 4&5 Step R forward, pivot ½ turn Left, step R forward
- 6&7 Full turn right stepping L,R,L
- 8&1 Step R to right side, close L to R, step R to right

**Back Rock & Touch, Forward Rock ¼ Turn, Forward Rock ½ Turn, Triple ¾ Turn**

- 2&3 Rock L back, recover, touch L beside R
- 4&5 Rock L forward, recover, step left forward making ¼ turn left
- 6&7 Rock R forward, recover, step R forward making ½ turn right
- 8&1\* Step L forward, step R back ¼ turn right, step L to side turning ½ right

\*Please note count 1 is the first step of the dance

Restart: During 4th wall restart on count 13 facing the back wall.

Roll Me Back In Time - No restart necessary

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