

## Flashing On The Rocks

32 Count, 4 Wall, Improver Level

Choreographer: Jim Grice (UK) April 2008

Choreographed to: I Want To Marry A Lighthouse

Keeper by Shorty Long

---

Start dance after 8 counts where there is a slight pause in the introduction;  
The vocals start at the beginning of the second wall.

- 1 – 8**                    **Point, point, shuffle, point, point, shuffle ¼ right**  
1 – 2                    Point right toe forward, point right toe back.  
3 & 4                    Step right forward, step left together, step right forward.  
5 – 6                    Point left toe forward, point left toe back.  
7 & 8                    Step left forward (turning ¼ turn right), step right together, step left to left (3 o'clock).
- 9 – 16**                    **Cross rock, recover, right chasse, cross ¼ left, step back, flick**  
1 – 2                    Cross rock right over left, recover onto left.  
3 & 4                    Step right to right, step left together, step right to right.  
5 – 6                    Cross left over right, step onto right turning ¼ turn left.  
7 – 8                    Step back on left, flick right back (12 o'clock).
- 17 – 24**                    **Rock, recover, coaster step, pivot ¼ turn right, left shuffle**  
1 – 2                    Rock forward onto right, recover onto left.  
3 & 4                    Step back onto right, step left beside right, step forward onto right.  
5 – 6                    Step left forward, pivot ¼ turn right.  
7 & 8                    Step left forward, bring right together, step left forward (3 o'clock).
- 25 – 32**                    **Paddle turn x2 turning left, rocking chair, clap**  
1 – 2                    Step right forward, pivot ¼ left (keeping weight on left).  
3 – 4                    Step right forward, pivot ¼ left (keeping weight on left).  
5 – 8                    Rock forward on right, recover on left, rock back on right, recover on left & clap  
9 o'clock).

---

Music Download available from iTunes

---