

16 counts from start of track

1-8 NIGHTCLUB BASIC, SIDE, COASTER STEP, STEP ½ PIVOT STEP, STEP ¾ PIVOT

1,2& Step left foot to left side, rock right foot behind left, recover onto left foot

3 Step right foot to right side

4&5 Step left foot back, step right next to left, step left forward

6&7 Step right foot forward, pivot ½ turn left, step right foot forward

8& Step left foot forward, pivot ¾ turn right

9-16 NIGHTCLUB BASIC, SIDE, ¼ WEAVE, STEP ½ PIVOT STEP, ROCK, RECOVER.

1,2& Step left foot to left side, rock right foot behind left, recover onto left foot

3 Step right foot to right side

4&5 Step left foot behind right, make ¼ turn right stepping right forward, step left forward

6&7 Step right foot forward, pivot ½ turn left, step right foot forward

8& Rock left foot forward, recover back onto right

16-25 SLIDE BACK, COASTER CROSS, SIDE ROCK, RECOVER, CROSS, SIDE ROCK, RECOVER, CROSS, MAMBO ½ TURN

1 Long step back on left foot

2&3 Step right foot back, step left next to right, cross right over left

3&4 Rock left foot to left side, recover weight onto right foot, cross left over right

5&6 Rock right foot to right side, recover weight onto left foot, cross right over left

8&1 Rock forward on left foot, recover back on right foot, make ½ turn left stepping left foot forward

26-32 MAMBO ½ TURN, TRIPLE TURN, STEP ½ PIVOT STEP, MAMBO ¼

2&3 Rock forward on right foot, recover back onto left foot,

make ½ turn right stepping forward on right foot

4&5 Make ½ turn right stepping left foot back, make ½ turn right stepping right foot forward, step left foot forward

6&7 Step right foot forward, pivot ½ turn left, step right foot forward

8& Rock forward on left foot, recover back onto right making ¼ turn left

TAG: At end of 2nd and 4th wall

SWAY x2

1,2 Step left foot to left side, sway weight to right foot

Note: During the 2nd wall there is a break in the music, just ignore it and carry on dancing, it stays in time and you'll catch up with the song after the tag.

Music download available from iTunes
