

**HOP RIGHT FORWARD, LEFT TOGETHER, HOLD & CLAP, RIGHT SIDE SHUFFLE, LEFT ROCK BACK & RECOVER, LEFT SIDE SHUFFLE**

- & 1 - 2 Hop right foot forward, step left foot together, hold & clap (weight ends on left foot)  
3 & 4 Step right foot to right side, step left foot together, step right foot to right side  
5 - 6 Rock step back on left foot, rock forward and recover weight on right foot  
7 & 8 Step left foot to left side, step right foot together, step left foot to left side

**1/2 RIGHT MONTEREY TURN, LEFT TOES TO LEFT SIDE, HITCH LEFT KNEE UP, LEFT SIDE SHUFFLE, RIGHT CROSS ROCK & RECOVER**

- 1 - 2 Touch right toes to right side, step right foot together turning 1/2 right on left foot (now facing back wall)  
3 - 4 Touch left toes to left side, hitch left knee up  
5 & 6 Step left foot to left side, step right foot together, step left foot to left side  
7 - 8 Cross rock step right foot over left, rock back and recover weight on left foot

**RIGHT TOE STEP, 1/2 RIGHT & LEFT TOE STEP, 1/2 LEFT & RIGHT TOE STEP, 1/4 LEFT & LEFT COASTER STEP BACK**

- 1 - 2 Touch right toes to right side, step right foot down  
& 3 - 4 Turn 1/2 right on right foot, touch left toes to left side, step left foot down (now facing front wall)  
& 5 - 6 Turn 1/2 left on left foot, touch right toes to right side, step right foot down (now facing back wall)  
7 & 8 Turn 1/4 left and step left foot back, step right foot together, step left foot forward (now facing right side wall)

**3 STEP JAZZ BOX, LEFT FORWARD, 1/2 RIGHT PIVOT TURN, LEFT FORWARD TURNING 1/2 RIGHT, RIGHT ROCK BACK & RECOVER**

- 1 - 2 Cross step right foot over left, step left foot back  
3 Step right foot to right side  
4 - 5 Step left foot forward, pivot 1/2 right (weight ends on right foot. Now facing right side wall)  
6 Step left foot forward and turn 1/2 right (while pivoting 1/2 right on right foot)

**/Weight ends on left foot. Now facing left side wall**

- 7 - 8 Rock step back on right foot, rock forward and recover weight on left foot

**REPEAT**