

Intro: 16 counts from first beat in music (app. 10 secs into track).

**1 – 8 Rock R fw, shuffle ½ R, rock L fw, triple ¾ cross L**

1 – 2 Rock fw on R (1), recover weight back on L (2)

3&4 Turn ¼ R stepping R to R side (3), step L next to R (&), turn ¼ R stepping fw on R (4) 6:00

5 – 6 Rock fw on L (5), recover weight back on R (6)

7&8 Turn ½ L stepping fw on L (7), step R next to L (&), turn ¼ L on R crossing L over R (8) 9:00

**9 – 16 R side rock, behind side cross, L side rock, ¼ L into L coaster step**

1 – 2 Rock R to R side (1), recover weight on L (2)

3&4 Cross R behind L (3), step L to L side (&), cross R over L (4)

5 – 6 Rock L to L side (5), recover weight on R (6)

7&8 Turn ¼ L stepping back on L (7), step R next to L (&), step fw on L (8) 6:00

\* **Restart here** On wall 3, after 16 counts, facing 12:00

**17 – 24 Rock R fw, R back lock step, L full turn, L coaster step**

1 – 2 Rock fw on R (1), recover weight back on L (2)

3&4 Step back on R opening body slightly to R side (3), lock L over R (&), step back on R (4) –  
Note that body should still be turned slightly to R side to help prepare your next turn... .

5 – 6 Turn ½ L stepping fw on L (5), turn ½ L stepping back on R (6)

7&8 Step back on L (7), step R next to L (&), step fw on L (8)

**25 – 32 Touch & heel & X 2, Monterey ¼ R, step fw L**

1&2& Touch R toes next to L (1), step slightly back on R (&), touch L heel fw (2),  
step down on L (&)

Note that you'll be travelling slightly forward during these steps

3&4& Touch R toes next to L (3), step slightly back on R (&), touch L heel fw (4), step down on L (&)

Note that you'll be travelling slightly forward during these steps

5 – 6 Point R to R side (5), turn ¼ R on L stepping R next to L (6) 9:00

7 – 8 Point L to L side (7), step fw on L (8)

**Ending:** You will automatically finish at 12:00! Do the first 16 counts of wall 10,  
which starts facing 6:00. After count 16 you'll finish nicely to the front. .

**TAG:** After wall 5 (facing 6:00) and wall 7 (facing 12:00) you have 4 extra beats in the music.  
Add a R rocking chair: Rock fw on R (1), recover back on L (2), rock back on R (3),  
recover fw on L (4)