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- 1 Touch, Kick, Right Sailor, Left Sailor 1/4 turn, 1/2 Turn heel grind right**
1 - 2 Touch right toes beside left, kick right foot diagonal
3 & 4 Cross right foot behind left, Step left to left side, Step right beside left
5 & 6 Cross left behind right, turn \hat{A} ¼ left stepping back on left, step left forward
7 - 8 Grind right heel to right, make half turn stepping back on left (3.00)
- 2 Right coaster, cross point x2, Cross scuff, Rock**
1 & 2 Step back on right, step left beside right, step forward right
3,4,5,6 Cross left over right, point right to right side, cross right over left, point left to left side
7 - 8 Cross left over right, Scuff right forward (3.00)
- 3 Rock forward, recover, 1/4 turn shuffle, 2x 1/2 hinge turns, 1/2 hinge turn with side rock**
1 - 2 Rock forward right, recover on left
3 & 4 Step 1/4 turn right on right foot, step left next to right, Step right to side
5 Make 1/2 hinge turn right stepping left to left side.
6 Make 1/2 hinge turn right stepping right to right side.
7 - 8 Make 1/2 hinge turn right rocking out to left side, recover onto right (12.00)
- 4 Cross point, Cross, Kick ball cross & cross & cross, 1/2 turn left.**
1 - 2 Cross left over right, point right to right side
3 - 4 & 5 Cross right over left, kick left forward, step left beside right, cross right over left
& 6 & 7 & 8 Step left to left side, cross right over left, step left to left side, cross right over left
Half turn left unwinding with weight on left.
- note For section 3 for people that don't turn they can do. Rock recover half turn shuffle walk left right step forward left pivot \hat{A} ¼ turn right.**
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