

1 - 8 Side step touch, kick ball cross, side hold, & side touch

1 - 2 Step right to right side, touch left beside right 12:00

3 & 4 Kick left to left diagonal, step left beside right, cross right over left 12:00

5 - 6 Step left to left side, hold 12:00

& 7 - 8 Step right beside left, step left to left side, touch right beside left 12:00

9 - 16 Monterey turn 1/4 right, switch step, jazz box, ball cross step

1 - 2 - 3 Touch right to right side, close right beside left making 1/4 turn right touching left to left side 03:00

& 4 Step left beside right, touch right to right side 03:00

5 - 6 Cross right over left, step left back 03:00

& 7 - 8 Step right to right to right, cross left over right, step right to right side 03:00

RESTART: after count 6&, replace count 7-8 with a cross shuffle on wall 8**17 - 24 Behind side cross, side rock, sailor 1/4 turn right, twist, twist**

1 & 2 Step left behind right, step right to right side, cross left over right 03:00

3 - 4 Rock right to right side, recover weight on to left 03:00

5 & 6 Step right behind left, make 1/4 turn right as you step left beside right, step right foot forward (slightly lean forward on right) 06:00

7 Keeping right forward and left foot back, pivot 1/4 turn left 03:00

8 Keeping feet where they are now pivot 1/4 turn right bringing you back to 6:00 wall (make sure weight is now forward on right foot) 06:00

25 - 32 1/4 turn right, side touch behind, ball cross, ball cross, side sailor step 1/2 turn

1 - 2 Make 1/4 turn right stepping left to left side, touch right behind left 09:00

& 3 - 4 Step right slightly to right side, cross left over right, HOLD 09:00

& 5 - 6 Step right slightly to right side, cross left over right, step right to right side 09:00

7 & 8 Make sailor 1/2 turn left, stepping left, right, left 03:00

END OF DANCE**TAG**

There is a very small Tag needed during wall 8, you will dance up to count 6& on the second section, and replace counts 7-8 with a cross shuffle bringing you to the 12:00 wall then Restart the dance