

Section 1 Walk x 2, Anchor Step, 1/4 Sailor, Heel, Toe

- 1 - 2 1) Step R fwd 2) Step L fwd
3 & 4 3) Rock R behind L &) Recover to L 4) Step R next to L
5 & 6 5) Step L behind R &) Turn 1/4 L step R in place 6) Step L fwd
7 - 8 7) Touch R heel fwd 8) Touch R toe back (9:00)

Section 2 Hip Bumps x 2, 1/4 Fwd Sweep, 1/4 Sailor

- 1 & 2 1) Touch R toe fwd pushing R hip to R diagonal &) Hip to center (weight to L) 2) Weight to R pushing R hip to R diagonal
3 & 4 3) Touch L toe fwd pushing L hip to L diagonal &) Hip to center (weight to R) 4) Weight to L pushing L hip to L diagonal
5 - 6 5) Sweep R fwd in front of L while turning 1/4 L 6) Weight to R
(Opt 5 - 6) 5) Roll hip counter-clockwise L to R making 1/4 turn L 6) weight to R
7 - 8 7) Step L behind R &) Turn 1/4 L step R in place 8) Step L fwd (3:00)

Restarts happen here, Walls 3 & 6

Section 3 Rock Recover Cross x 2, Weave

- 1 & 2 1) Rock R to R side &) Recover weight to L 2) Cross R in front of L (moving fwd)
3 & 4 3) Rock L to L side &) Recover weight to R 4) Cross L in front of R (moving fwd)
5 - 6 5) Step R to side 6) Cross L behind R
7 - 8 7) Step R to side 8) Cross L in front of R (3:00)

Section 4 Rock Recover 1/4, Shuffle 1/2, Shuffle 1/4, Rock back, Recover

- 1 - 2 1) Rock R to R side 2) Turning 1/4 L recover to L
3 & 4 3) Turning 1/4 L step R to R side &) Step L next to R 4) Turning 1/4 L step back on R
5 & 6 5) Turning 1/4 L step L to L side &) Step R next to L 6) Step L to L side
7 - 8 7) Rock back on R 8) Recover to L (3:00)

Restart after count 16 of walls 3 & 6

Wall 3 starts facing 6 oclock, restart facing 9 oclock

Wall 6 starts facing 3 oclock, restart facing 6 oclock