

- 1 - 8 Side, Behind, Chasse 1/4 R, Step fwd, Pivot 3/4 R, Chasse L**
1 - 2 Step R to R side , Step L behind R
3 & 4 1/4 Turn R step R fwd, Step L next to R, Step R fwd
5 - 6 Step L fwd, Make 3/4 Turn R
7 & 8 Step L to L side, Step R next to L , Step L to L side
- 9 - 16 Behind, 1/4 Turn L, Shuffle fwd, Rock Recover, Triple 3/4 Turn L**
1 - 2 Step R behind L, \hat{A} 1/4 Turn L step L fwd (9:00)
3 & 4 Step R fwd, Step L next to R , Step R fwd
5 - 6 Rock L fwd, Recover on R
7 & 8 Triple \hat{A} 3/4 Turn L with L,R,L (12:00)
- 17 - 24 Cross Rock, Recover, Chasse 1/4 R, Step fwd, Pivot 1/2 R, Shuffle fwd**
1 - 2 Cross Rock R over L , Recover on L
3 & 4 Step R to R side, Step L next to R, 1/4 Turn R step R fwd
5 - 6 Step L fwd, Pivot 1/2 Turn R (9:00)
7 & 8 Step L fwd, Step R next to L, Step L fwd
- 25 - 32 Step fwd, Touch, Step back, Touch, JazzBox 1/4 Turn R**
1 - 4 Step R fwd, Touch L behind R, Step L back Touch R across L
5 - 8 Step R across L, Step L back, 1/4 Turn R step R to R side, Step L fwd**R** (12:00)
- 33 - 40 Step fwd, Hold, Together, Step fwd, Scuff, Toe touches**
1 - 2 Step R fwd , Hold
& 3 - 4 Step L next to R, Step R fwd, Scuff L fwd
5 - 6 Touch L fwd, Touch L to L
& 7 - 8 Step L next to R, Touch R to R side, Touch R next to L
- 41 - 48 1/2 Turn L, Crossing Shuffle, 1/4 Turn R , Together, Walk Walk**
1 - 2 \hat{A} 1/4 Turn L step R back, \hat{A} 1/4 Turn R step L to L side (6:00)
3 & 4 Step R across L, Step L to L side, Step R across L
5 - 6 1/4 Turn R step L back, Step R next to L (9:00)
7 - 8 Walk fwd L, R
- 49 - 56 Toe strut x2, Touch and Heel , Step fwd , Together**
1 - 2 Step L fwd, Step L Heel down
3 - 4 Step R fwd, Step R Heel down
5 & 6 Touch L next to R, Step L next to R, Touch R Heel fwd
7 - 8 Step R fwd, Step L next to R
- 57 - 64 Monterey 1/2 Turn R x2**
1 - 4 Touch R to R side, 1/2 Turn R step R next to L, Touch L to L side , Step L next to R
5 - 8 Touch R to R side, 1/2 Turn R step R next to L, Touch L to L side , Step L next to R

Restart : During wall 4 after count 32 Start again with count 1