
Intro: 16

1 2 WALKS, MONTEREY ½ TURN, TOUCH, STEP

- 1-2 Step right forward, step left forward
- 3-4 Touch right side, turn ½ right and step right together
- 5-6 Touch left side, step left together (6:00)
- 7-8 Touch right side, step right together

2 CROSS, BACK, BACK/KICK, STEP, SHUFFLE, ROCK, RECOVER

- 1-2 Cross left over, step right back
- 3&4 Step left diagonally back, kick right forward, step right together
- 5&6 Chassé forward left-right-left
- 7-8 Rock right forward, recover to left

Restarts happens here on wall 3 & wall 7

3 ¼ TURN, CROSS, ½ TURN, CROSS ROCK, RECOVER, STEP, CROSS

- 1-2 Turn ¼ right and step right side, cross left over (9:00)
- 3-4 Turn ¼ left and step right back, turn ¼ left and step left side (3:00)
- 5-8 Cross/rock right over, recover to left, step right side, cross left over

4 CHASSE, JAZZ BOX ¼ TURN, POINT, CROSS, POINT

- 1&2 Chassé side right-left-right
- 3-5 Cross left over, turn ¼ left and step right back, step left side (12:00)
- 6-8 Point right side, cross right over, point left side

5 CROSS, ¼ TURN, STEP, HEEL, STEP, CROSS, STEP, HEEL

- 1-4 Cross left over, turn ¼ left and step right back, step left side, touch right heel forward (9:00)
- 5-8 Step right together, cross left over, step right side, touch left heel forward

6 STEP, CROSS, BACK, BACK, CROSS, BACK, ROCK, RECOVER

- 1-4 Step left together, cross right over, step left back, step right back
- 5-8 Cross left over, step right back, rock left back, recover to right

7 ROCK, RECOVER, COASTER STEP, ROCK, RECOVER, COASTER STEP

- 1-2 Rock left forward, recover to right
- 3&4 Left coaster step
- 5-6 Rock right forward, recover to left
- 7&8 Right coaster step

8 STEP, ½ TURN, ½ TURN SHUFFLE, ROCK, RECOVER, KICK BALL CHANGE

- 1-2 Step left forward, turn ½ right and step right forward
- 3&4 Turn ½ right and chassé back left-right-left (9:00)
- 5-6 Rock right back, recover to left
- 7&8 Right kick ball change

RESTARTS

on wall 3 after count 16, you will be facing 12:00

on wall 7 after count 16, you will be facing 9:00