

Intro: 48 counts

- Section 1** **Diagonally Side Point Together R L (facing 10:30),
Diagonally Side Point Together R L (facing 1:30)**
1 2 Turn 1/8L touch R toe to R side, step R next to L
3 4 Touch L toe to L side, turn 1/8R step L next to R
5 6 1/8 R touch R toe to R side, step R next to L
7 8 Touch L toe to L side, turn 1/8L step L next to R (12:00)
- Section 2** **Walk-Walk, Step-Kick, Sugar Foot Walk Back, Together**
1 2 Step R fwd, step L fwd
3 4 Step R fwd, kick L fwd
5 6 Step L back and slightly swivel R, step R back and slightly swivel L
7 8 Step L back and slightly swivel R, step R next to L weight on R (12:00)
- Section 3** **1/4L Box Step, Stomp, Click, 1/2R Stomp, Click**
1 2 Cross L over R, step R back,
3 4 Turn 1/4L step L to side, step R fwd
5 6 Stomp L fwd, click fingers and hold
7 8 Turn 1/2R stomp R fwd, click fingers and hold (3:00)
- Section 4** **Side, Rock Behind, Recover, Side, Touch Back, 1/2 Unwind, Heels-up-down**
1 2 3 Step L to side, rock R behind L, replace weight on L
4 5 6 Step R to side (4), touch L toe behind R then unwind 1/2L (5 6)
7 8 RL heels up weight on both toes, RL heels down (9:00)*
- Section 5** **Side Shuffle, Back Rock, Side, 1/2,-1/2,-1/4(Roll to R)**
1&2 Step R to side, step L next to R, step R to side
3 4 Rock L back, recover weight on R
5 6 Step L side, turn 1/2R step R fwd,
7 8 Turn 1/2R step L back, turn 1/4R step R fwd (12:00)
- Section 6** **1/4,-1/2 Back,-1/4 Side(Roll to L), 1/4 Fwd, 1/2 Back, 1/2 Together, Sprit-Together**
1 2 3 Turn 1/4L step L fwd, turn 1/2L step R back, turn 1/4L step L to side (12:00)
3 4 6 Turn 1/4R step R fwd, turn 1/2R step L back, turn 1/2R step R next to L
7 8 Jump and sprit RL shoulder length (side to side), jump and place RL together (3:00)
- Tag** **16 counts**
 R Diagonally Out w/3x Heel Stomp, L Diagonally Out w/3x Heel Stomp
1 2 3 4 **Step R diagonally fwd, 3x R heel stomp**
5 6 7 8 **Step L diagonally fwd, 3x L heel stomp**
- In-In, 2x Sprit-Together**
1 2 3 4 **Step R back, hold, step L next to R, hold**
5 6 **Jump and sprit RL shoulder length (side to side), jump and place RL together**
7 8 **Jump and sprit RL shoulder length (side to side), jump and place RL together**
- Tag** **End of Wall 4 (12:00)**
Restart + Tag: **Wall 5, after count 32*(3:00) + Tag**
Restart: **Wall 6, after count 32*(6:00)**