

152 bpm

- Section 1: Shuffle side – rock back**
1&2 Step right to side – step left beside right – step right to side
3 - 4 Step left back – recover to right
5&6 Step left to side – step right beside left – step left to side
7 - 8 Step right back – recover to left
- Section 2: Shuffle fwd – rock – coaster step – step turn**
1&2 Step right fwd – step left beside right – step right fwd
3 - 4 Step left fwd – recover on right
5&6 Step left back – step right next left – step left fwd
7 – 8 Step right fwd – ½ turn left (6.00)
- Section 3: Kick ball cross (x4)**
1&2 kick right – step right on place – cross left over right
3&4 kick right – step right on place – cross left over right
5&6 kick right – step right on place – cross left over right
7&8 kick right – step right on place – cross left over right
- Section 4: Rock step – shuffle cross – rock step – shuffle cross**
1 – 2 step right to right side – recover to left
3&4 Step right over left – step left side – step right over left
5 – 6 Step left to left side – recover to right
7&8 Step left over right – step right side – step left over right
- Section 5: Mambo step – coaster step – step turn – pivot
1&2 Step right fwd – recover to left – step right back
3&4 Step left back – step right beside left – step left fwd
5 – 6 Step right fwd – ½ turn left (12.00)
7 – 8 ½ turn left and step right back – ½ turn left and step left fwd (12.00)
- Restart 2 – Wall 6**
- Section 6: Rock – ½ turn shuffle right – rock fwd – coaster step**
1 – 2 Step right fwd – recover to left
3&4 ½ turn right and step right fwd – step left beside right – step right fwd
5 - 6 Step left fwd – recover to right
7&8 Step left back – step right beside left – step left fwd
- Section 7: ¼ turn step – stomp – rolling vine**
1 – 2 ¼ turn step right fwd (9.00) – stomp left next right
3 – 4 Step left side – stomp right next left
5 – 6 ¼ turn and step right fwd – ½ turn step left back (*)
7 – 8 ¼ turn step right side – stomp left beside right (weight on left) (9.00)

(*) Restart 1 - wall 3 (sec. 7) after 54 counts

Restart 2 - wall 6 after 40 counts