

Intro: 4 counts**Section 1 R side together, R chasse, L cross rock, L chasse**

1 – 2 Step R to right, step L beside R
3 & 4 Step R to R side, step L next to R, step R to R side
5 – 6 Cross rock L over R, recover on R
7 & 8 Step L to L side, step R next to L, step L to Left side

Section 2 R Rolling vine, L Rolling vine

1 – 4 Turn $\frac{1}{4}$ R stepping R fwd, turn $\frac{1}{2}$ R stepping L back, turn $\frac{1}{4}$ R stepping R to R side,
Touch L beside R
5 – 8 Turn $\frac{1}{4}$ L stepping L fwd, turn $\frac{1}{2}$ L stepping R back, turn $\frac{1}{4}$ L stepping L to L side,
Touch R beside L
*** Restart here at wall 6 (12)**

Section 3 Diagonal step touch

1 – 2 Step R diagonally fwd, touch L together
3 – 4 Step L diagonally back, touch R together
5 – 6 Step R diagonally back, touch L together
7 – 8 Step L diagonally fwd, touch R together

Section 4 R shuffle fwd, step fwd L pivot $\frac{1}{2}$ R, R shuffle fwd, step fwd L Pivot $\frac{1}{2}$ R

1 & 2 Step fwd on R, step L next to R, step fwd on R
3 – 4 Step fwd on L, $\frac{1}{2}$ turn R
5 & 6 Step fwd on R, step L next to R, step fwd on R
7 – 8 Step fwd on L, $\frac{1}{2}$ turn R
*** Restart here at wall 4 (6) and wall 7 (12)**

Section 5 Step turn $\frac{1}{4}$ L x2, Jazz Box

1 – 2 Step R fwd, $\frac{1}{4}$ turn L
3 – 4 Step R fwd, $\frac{1}{4}$ turn L
5 – 6 Cross R over L. Step back on L
7 – 8 Step R to R side. Step L beside R

Section 6 Step turn $\frac{1}{4}$ L x2, Jazz Box

1 – 2 Step R fwd, $\frac{1}{4}$ turn L
3 – 4 Step R fwd, $\frac{1}{4}$ turn L
5 – 6 Cross R over L. Step back on L
7 – 8 Step R to R side. Step L beside R
*** Restart here at wall 2 and 3 (6)**

Section 7 Jump fwd R L, hold, Jump back R L, hold, hip bumps

&1 – 2 Jump fwd on R L, hold and clap
&3 – 4 Jump back on R L, hold and clap
5 – 6 Bump hip to R, bump hips to L
7 & 8 Bump hip to R L R, weight on R

Section 8 Step L fwd, turn $\frac{1}{2}$ L, L coaster, R kick ball change, hip bumps

1 – 2 Step L fwd, turn $\frac{1}{2}$ L stepping R foot back
3 & 4 Step L back, step R back next to L, step L fwd
5 & 6 Kick R fwd, step R beside L, step L beside R
7 – 8 Bump hip to R, bump hip to L

Restarts:

[1] **Wall 2 (6) after 48 counts**
[2] **Wall 3 (6) after 48 counts**
[3] **Wall 4 (6) after 32 counts**
[4] **Wall 6 (12) after 16 counts**
[5] **Wall 7 (12) after 32 counts**