

- S1** **Wizard R & L, Step Turn, Full Turn Step**
1 – 2& Step RF diagonal right forward, LF lock behind RF, step RF diagonal right forward
3 – 4& Step LF diagonal left forward, RF lock behind LF, step LF diagonal left forward
5 – 6 Step RF forward, turn ½ left (weight LF) (06:00)
7 & 8 Turn ½ left stepping RF back, turn ½ left stepping LF forward, step RF forward (06:00)
- S2** **Gallop Diagonal L, Point RF Fwd, ¼ L w/Flick, Cross, Point L w/Squaring R & Body Open R**
1&2&3&4 In the Diagonal front left: step LF forward, step RF next to LF, step LF forward, step RF next to LF, step LF forward, step RF next to LF, step LF forward (04:30)
5 – 6 Touch point RF forward, turn ¼ left with flick out (01:30)
7 – 8 Cross RF over LF, return to 03:00 touching point LF to left side (Your body open diagonal right) (03:00)
- S3** **Vaudeville R, &, Cross & Cross, ¼, ½, Triple L Fwd**
1&2& Cross LF over RF, step RF to right side, touch heel LF in the diagonal front left, step LF next to RF
3 & 4 Cross RF over LF, step LF to left side, cross RF over LF
5 – 6 Turn ¼ right stepping LF back, turn ½ right stepping RF forward
7 & 8 Step LF forward, step RF next to LF, step LF forward
- 25 – 32** **1 ¼ Turn w /Push Turn-Point, Mambo R Fwd, Coaster Step**
1 – 4 Always support the LF, make : turn ¼ left touching point RF to right side (09:00), turn ½ left touching point RF to right side (03:00), turn ¼ left touching point RF to right side (12:00), turn ¼ left touching point RF to right side (09:00)
5 & 6 Step RF forward, recover onto LF, step RF back
7 & 8 Step LF back, step RF next to LF, step LF forward
- TAG: At the end of wall 3, do the following 4 counts:**
Rocking Chair
1 – 4 Step RF forward, recover onto LF, step RF back, recover onto LF
- Final: Account 22, turn ¼ right instead of turn ½**