
Remember to Vote for your favourite dances in the Linedancer Charts.

SEC 1 SIDE, BEHIND & CROSS ROCK, ¼, ¼ CHASSE, TOUCH, HITCH

- 1-2& Step large step to R, cross L behind R, step R to R side
3-4 Cross rock L over R, recover weight on R
5-6&7 Turn ¼ L step forward onto L, turn ¼ L step onto R, close L next to R, step R to R side (6:00)
8& Touch L next to R, hitch L knee

SEC 2 BACK, BACK, BACK ROCK STEP, ROCKING CHAIR, WALK, WALK

- 1-2 Step back on L sweeping R from front to back, step back R sweeping L from front to back
3&4 Rock back on L, recover weight on R, step forward L
5&6& Rock forward on R, recover weight on L, rock back on R, recover weight on L
7-8 Walk forward on R, walk forward on L

SEC 3 STEP, ¼, CROSS, ¼, ¼, CROSS, ROCK FORWARD, ROCK SIDE, COASTER

- 1&2 Step forward R, turn ¼ L step onto L, cross R over L (3:00)
3&4 Turn ¼ R stepping back onto L, turn ¼ R stepping onto R, cross L over R (9:00)
5&6& Turn ½ R rock forward on R, recover back on L, rock R to R side, recover weight across on L (10:30)
7&8 Step back R, close L next to R, step forward R (on the diagonal)

Bridge Here on walls 1,2,3,4 and then continue on with the dance

SEC 4 CROSS SHUFFLE, WEAVE, DRAG, BACK ROCK, ¼, ¼

- 1&2 Sweep L round and turn ½ R Crossing L over R, step R to R side, cross L over R (12:00)
3&4& Step R to R side, cross L behind R, step R to R side, cross L over R
5-6& Step a big step to R side dragging the L towards R, rock L behind the R, recover weight on R
7-8 Turn ¼ R stepping back on L, turn ¼ R stepping forward onto R (6:00)

SEC 5 CROSS SHUFFLE, WEAVE, DRAG, BACK ROCK, SIDE, TOUCH

- 1&2 Crossing L over R, step R to R side, cross L over R
3&4& Step R to R side, cross L behind R, step R to R side, cross L over R
5-6& Step a big step to R side dragging the L towards R, rock L behind the R, recover weight on R
7-8 Step L to L side, touch R next to L

Bridge After count 24 on walls 1,2,3,4 and then continue on with the dance
WALK, WALK

- 1-2 Step forward L, step forward R (keeping on the diagonal)

