



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

SEC 1 SIDE TOE STRUT, CROSS TOE STRUT, SIDE ROCK, RECOVER, CROSS, HOLD

- 1-2 Step R toe to R side, Drop R heel to floor
3-4 Cross step L toe over RF, Drop L heel to floor
Option Put arm out to side in direction of travel
5-6 Rock RF to R side, Recover onto LF
7-8 Cross step RF over LF, Hold

SEC 2 SIDE TOE STRUT, CROSS TOE STRUT, SIDE ROCK, RECOVER, CROSS, HOLD

- 1-2 Step L toe to L side, Drop L heel to floor
3-4 Cross step R toe over LF, Drop R heel to floor
Option Put arm out to side in direction of travel
5-6 Rock LF to L side, Recover onto RF
7-8 Cross LF over RF, Hold

SEC 3 SIDE, TOUCH, SIDE, TOUCH, ROCKING CHAIR

- 1-2 Step RF to R side, Touch LF beside RF clapping hands to the R side
3-4 Step LF to L side, Touch RF beside LF clapping hands to L side
5-6 Rock forward on RF, Recover weight to LF
7-8 Rock back on RF, Recover weight to LF

SEC 4 SMALL JUMP FWD, SMALL JUMP BACK, BACK, BACK, ROCK BACK, RECOVER

- &1-2 Jump forward RF, Jump forward LF, Hold
&3-4 Jump back RF, Jump back LF, Hold
5-6 Walk back R, Walk back L
7-8 Rock RF back, Recover weight onto LF

Restart Here on Walls 3 and 6

SEC 5 STOMP FORWARD, FAN TOES, STOMP FORWARD, FAN TOES

- 1-2 Stomp RF forward toes pointing in, Fan toes out
3-4 Fan toes in, Fan toes out (transferring weight to RF on count 4)
5-6 Stomp LF forward toes pointing in, Fan toes out
7-8 Fan toes in, Fan toes out (transferring weight to LF on count 8)

SEC 6 STEP, ¼ STEP, RUN FORWARD X4 ½ TURN

- 1-2 Step RF forward, Hold
3-4 Step LF forward turning ¼ L, Hold (9:00)
5-6-7-8 Make ½ turn left running forward R, L, R, L (3:00)

Ending At the end of wall 7

STOMP FORWARD, FAN TOES, STOMP FORWARD, FAN TOES

- 1-2 Stomp RF forward toes pointing in, Fan toes out
3-4 Fan toes in, Fan toes out (transferring weight to RF on count 4)
5-6 Stomp LF forward toes pointing in, Fan toes out
7-8 Fan toes in, Fan toes out (transferring weight to LF on count 8)
1-2 Cross and unwind to the front with jazz hands

