



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

SEC 1 STEP, PIVOT ½ TURN, ½ TURN, SWEEP, BEHIND, ¼ TURN, STEP, ½ PIVOT, ¼ TURN, BEHIND

- 1-2 Step RF forward, ½ turn left as you recover weight to LF (6:00)
3 ½ turn stepping RF back as you sweep LF from front to back (12:00)
4& Step LF behind RF, ¼ right stepping RF forward (3:00)
5-6 Step LF forward, ½ turn right recovering weight to RF (9:00)
7-8 ¼ turn right stepping LF to side, step RF behind LF (12:00)

Restart Here on Wall 6, recover weight to LF on count &

SEC 2 ¼ TURN, STEP, ½ PIVOT, POINT FORWARD, ¼ TURN, POINT, ½ TURN, POINT, ¼ TURN, SWEEP, CROSS, SWAY

- &1 ¼ turn left stepping LF forward, step RF forward (9:00)
2-3 ½ turn left transferring weight to LF, point RF forward opening body to left (3:00)
&4 Step RF forward, ¼ turn right as you point LF to side (6:00)
&5 ¼ turn left stepping LF forward, turn ¼ left as you point RF to side (12:00)
6 ¼ turn right replacing weight on RF as you sweep LF from back to front (3:00)

Arms Cover both ears with your hands, push both hands away palms facing outwards
7-8& Cross LF over RF, sway right, sway left

SEC 3 NIGHTCLUB BASIC, SIDE, BEHIND, TOUCH BACK, UNWIND ½, SWEEP, ¼ TURN, STEP, ¼ TURN, TOGETHER

- 1-2& RF to side, step LF behind RF, cross RF across LF
3-4 Step LF to side, step back RF
&5 Touch LF back, unwind ½ turn left transferring weight to LF (3:00)
6-7 ¼ turn left sweeping RF from back to front, step RF forward (6:00)
8& ¼ turn right as you step LF to side close RF next to LF (9:00)

SEC 4 CROSS, ¼ TURN, ½ TURN, STEP, STEP, PIVOT ½, FULL TURN, STEP, PRISSY WALK, WALK, WALK

- 1-2 Cross LF over RF, ¼ turn left stepping RF back (9:00)
&3 ½ turn left stepping LF forward, step RF forward (12:00)
4& Step LF forward, ½ turn right transferring weight to RF (6:00)
5-6 Full turn right on LF as you sweep RF, step RF forward
7-8& Step LF slightly over RF, step RF forward, step LF forward

Tag At the end of Wall 2

ROCKING CHAIR

- 1-2 Rock RF forward, recover weight to LF
3-4 Rock back RF, recover weight to LF

