



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

SEC 1 CROSS, SIDE, CROSS SHUFFLE, SIDE ROCK, BEHIND ¼ TURN STEP

- 1-2 Cross R over L, step L to L side
3&4 Cross R over L, step L to L side, cross R over L
5-6 Rock L to L side, recover on R
7&8 Cross L behind R, make ¼ turn R stepping fwd on R, step fwd on L (3:00)

SEC 2 HEEL HOOK HEEL & HEEL HOOK HEEL, ROCK, SHUFFLE BACK

- 1&2& Touch R heel fwd hook R in front of L, touch R heel fwd ball step R next to L
3&4& Touch L heel fwd hook L in front of R, touch L heel fwd ball step L next to R
5-6 Rock fwd on R, recover on L
7&8 Step back on R, step L next to R, step back on R

SEC 3 BACK ROCK, SHUFFLE ½ TURN, BACK ROCK, SHUFFLE ½ TURN

- 1-2 Rock back on L, recover on R
3&4 Make ¼ R stepping L to L side, step R next to L, make ¼ R stepping back on L (9:00)
5-6 Rock back on R, recover on L
7&8 Make ¼ L stepping R to R side, step L next to R, make ¼ L stepping back on R (3:00)

SEC 4 ROCK ¼ TURN, HEEL GRIND ¼ TURN SIDE, CROSS ROCK, POINT TOUCH POINT

- 1-2 Make ¼ turn L stepping L to L side, recover on R (12:00)

Restart Here on Wall 5, step L beside R then restart

- 3&4 Step L heel fwd grind L heel ¼ turn L stepping back on R, step L to L side (9:00)
5-6 Cross R over L, recover on L
7&8 Point R to R side, touch R beside L, point R to R side

SEC 5 CROSS, KICK, BEHIND SIDE CROSS, SIDE KICK, SAILOR ¼ TURN

- 1-2 Cross R over L, kick L fwd
3&4 Cross L behind R, step R to R side, cross L over R
5-6 Step R to R side, cross kick L over R
7&8 Sweep cross L behind R making ¼ turn L, rock R to R side, recover on L (6:00)

SEC 6 WALK WALK, STEP ½ TURN STEP, WALK WALK, STEP ½ TURN STEP

- 1-2 Walk fwd R, walk fwd L
3&4 Step fwd on R, make ½ turn L stepping fwd on L, step fwd on R (12:00)
5-6 Walk fwd L, walk fwd R
7&8 Step fwd on L, make ½ turn R stepping fwd on R, step fwd on L (6:00)

SEC 7 SWAY X4

- 1-2 Sway R, sway L
3-4 Sway R, sway L

Tag Twice At the end of Walls 2 and 6 and three times At the end of Wall 4

CROSS ROCK POINT

- 1&2 Cross R over L, recover on L, point R to R side

