

16 count intro

### L MAMBO FWD, SAILOR TURN ½ R, POINT & HEEL & HEEL & POINT

1	LF	step forward
&	RF	step in place
2	LF	step back
3	RF	step back, turn ½ right
&	LF	step beside RF
4	RF	step forward
5	LF	point side left
&	LF	step beside RF
6	RF	touch heel forward
&	RF	step beside LF
7	LF	touch heel forward
&	LF	step beside RF
8	RF	point side right

### SAILOR TURN ¼ R, L SHUFFLE FWD, STEP RF FWD, HIPBUMPS, POINT BACK, TURN ½ R

1	RF	step back, turn ¼ right
&	LF	step beside RF
2	RF	step forward
3	LF	step forward
&	RF	step beside LF
4	LF	step forward
5	RF	step forward, bump hips right
&	LF	weight on, bump hips left
6	RF	weight on, bump hips right
&	LF	weight on, bump hips left
7	RF	point back
8	RF	turn ½ right

### STEP FWD, STEP TURN ½ L, SYNCOPATED VINE, ROCK & CROSS, TURN ¼ L STEP LF FWD

1	LF	step forward
2	RF	step forward, turn ½ left
3	LF	step forward
4	RF	step side right
&	LF	cross behind RF
5	RF	step side right
&	LF	cross over RF
6	RF	rock side right
&	LF	recover
7	RF	cross over LF
8	LF	turn ¼ left, step forward

### R LOCK STEP FWD, L LOCK STEP FWD, TURN ¼ L, TOUCH & HEEL & TOUCH & POINT

1	RF	step forward
&	LF	lock behind RF
2	RF	step forward
<b>Restart here</b>		On wall 5, step LF-RF fwd then do a restart
3	LF	step forward
&	RF	lock behind LF
4	LF	step forward
5	RF	touch forward
&	RF	turn ¼ left, step in place
6	LF	touch heel forward
&	LF	step beside RF
7	RF	touch behind LF
&	RF	step beside LF
8	LF	point forward

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**ROCK LF BACK, SHUFFLE TURN ½ R, ROCK RF BACK, FULL TURN L**

1	LF	rock back
2	RF	recover
3	LF	step forward, turn ¼ right
&	RF	step beside LF
4	LF	step side left, turn ¼ right
5	RF	rock back
6	LF	recover
7	RF	step forward, turn ½ left
&	LF	step back, turn ¼ left
8	RF	turn ¼ left, step forward

**TURN ¼ L, STEP BACK, CROSS, SIDE, TOUCH, STEP, LOCK, STEP, LOCK, STEP, LOCK, STEP**

1	LF	turn ¼ left, step back
2	RF	cross over LF
3	LF	step side left
4	RF	touch beside LF
5	RF	step forward
&	LF	lock behind RF
6	RF	step forward
&	LF	lock behind RF
7	RF	step forward
&	LF	lock behind RF
8	RF	step forward

**Restart** on wall 5, after count 28