| SECTION 1: Step, sweep, ball change x2, forward, touch, back, heel, scuff, step x2 |  |
| :--- | :--- |
| 1-2\& | Step back $R$ as you sweep $L$ from front to back, step on ball of $L$ slightly <br> behind $R$, recover $R$ |
| $3-4 \&$ | Step back $L$ as you sweep $R$ from front to back, step on ball of $R$ slightly <br> behind $L$, recover $L$ |
| $5 \& 6 \&$ | Step $R$ forwards towards diagonal, touch $L$ beside $R$, step back $L$, tap $R$ heel <br> forwards towards diagonal |
| $7 \& 8 \&$ | Step $R$ beside $L$, squaring to 12:00, scuff $L$ forward and out to $L$ side, step $L$ <br> in place, step $R$ in place |

SECTION 2: Sailor step x2, hitch, step back, $3 / 8$ turn L, Pivot 3/8, cross rock, recover 1\&2\& Step $L$ behind $R$, step $R$ to $R$ side, step $L$ to $L$ side, step $R$ behind $L$
3\&4 Step $L$ to $L$ side, step $R$ to $R$ side, step $L$ in place as you hitch $R$ from front to back
5-6 Step back R, turn 3/8 turn $L$ to face 7:30, stepping forward on $L$
7\&8\& Step forward R, turn 3/8 turn $L$ to face 3:00, weight on $L$, rock $R$ across $L$, recover L (3:00)
Restart here on wall 3
SECTION 3: Basic nightclub R, side, behind, $1 / 4$ turn, pivot turn, rocking chair, full turn
1-2\& $\quad$ Step $R$ to $R$ side, rock back $L$, recover onto $R$
3\&4 Step $L$ to $L$ side, step $R$ behind $L$, turn $1 / 4 L$ stepping forward on $L$ 5\&6\& Step forward $R$, turn $1 / 2 L$, weight on $L$, rock forward $R$, recover $L$
7\&8\& Rock back $R$, recover $L$, $1 / 2$ turn $L$ stepping back on $R, 1 / 2$ turn $L$ stepping forward on $L$ (6:00)

SECTION 4: Side rock, toe strut x2, back, back, cross, back, $1 / 4$ turn, cross, side rock
$1 \& 2 \& \quad$ Rock $R$ to $R$ side, recover $L$, step on ball of $R$ foot in front of $L$, drop $R$ heel
3\&4\& Rock $L$ to $L$ side, recover R, step on ball of $L$ foot in front of $R$, drop $L$ heel
5\&6\& Step back R, step $L$ beside $R$, step $R$ across $L$, step back $L$
7\&8\& Turn $1 / 4 R$ stepping $R$ to $R$ side, step $L$ across $R$, rock $R$ to $R$ side, recover $L$ (9:00)

There is one restart on wall 3 , which happens at the end of section 2 (16 counts)

