

This is a **32 count, two-wall** line dance. Start with lyrics (32 count intro).

- 1 2 3&4      **R step side, L touch forward, L rock, R step, L cross**  
Step R to side {1}, touch L across in front of right {2}, step L to side {3}, step R in place {&},  
step L across in front of right {4}
- 5&6 7&8&1      **R rock, L step, R cross, L step side, R cross, ¼ turn right L coaster**  
Step R to side {5}, step L in place {&}, step R across in front of left {6}, step L to side {7}, step  
R across in front of left {&}, make ¼ turn right and step L back {8}, step R beside left {&}, step  
L forward {1}
- 2&3&4      **R kick, R step, L touch, shoulders forward, shoulders back**  
Kick R forward {2}, step R beside left {&}, touch L slightly forward {3}, contract shoulders  
forward {&}, replace shoulders to original position {4}
- &5 6 7 8      **L ball change, L touch forward, ¼ turn right step L, touch R**  
Step L back {&}, step R in place {5}, touch L slightly forward {6}, make ¼ turn right and step L  
in place {7}, touch R beside left {8}
- &1 2&3      **R ball cross, R rock, L step, R cross**  
Step R back {&}, step L across in front of right {1}, step R to side {2}, step L in place {&}, step  
R across in front of left {3}
- 4&, hold 5, &6&, hold 7      **L rock, R step, hold, L step back, R rock, L step, hold**  
Step L to side {4}, step R in place {&}, hold {5}, step L behind right {&}, step R to side {6},  
step L in place {&}, hold {7}
- &8&      **R coaster**  
Step R back {&}, step L beside right {8}, step R forward {&}
- 1&2&3&4&5      **L touch, L step, R kick, R step, L touch, L step, R cross, L rock, R step**  
Touch L beside right {1}, step L beside right {&}, kick R across in front of left {2}, step R  
beside left {&}, touch L beside right {3}, step L back {&}, step R across in front of left {4}, step  
L to side {&}, step R to side—*make this a wide step right* {5}
- 6&7 8      **L coaster, R touch**  
Step L back {6}, step R beside left {&}, step L forward {7}, touch R beside left {8}

