

Count: 32

Wall: 4

Level: Intermediate WCS

Choreographer: Magali CHABRET (FR) - December 2014

Music: 95 - The Swon Brothers : (CD: The Swon Brothers)



#16 counts intro

Section 1 – KICK BALL STEP ¼ TURN L TWICE, FWD ROCK, RECOVER, CHASSE ¼ TURN R

- 1&2 Kick right forward – step ball of right next to left – 1/4 turn left stepping left forward (9:00)
 3&4 Kick right forward – step ball of right next to left – 1/4 turn left stepping left forward (6:00)
 5-6 Rock right forward – recover onto left
 7&8 1/4 turn right stepping right to side – step left beside right – step right to side (9:00)

Section 2 – CROSS AND HEEL AND CROSS SHUFFLE, OUT, OUT, ¼ L HIP BUMP L, HEEL DROP

- 1& Cross left over right – step right to side, slightly back
 2& Touch left heel diagonally forward – step left next to right
 3&4 Cross right over left – step left to side – cross right over left
 5-6 Step left out to side, with bump hip left – step right out to side with bump hip right
 7-8 1/4 turn left with bump left hip forward – drop left heel (6:00)

Section 3 – HIP BUMP ½ TURN L, L COASTER STEP, FWD ROCK, RECOVER, BACK STEP LOCK STEP

- 1-2 1/4 turn left with bump hip right to side – 1/4 turn left stepping back on right (12:00)
 3&4 Step back on left – step right next to left – step left forward

Restart

- 5-6 Rock right forward – recover onto left
 7&8 Step right diagonally back – lock left over right – step right diagonally back

Section 4 – L SCISSOR CROSS, STEP PIVOT ½ TURN L, MONTEREY ¾ TURN R, STEP

- &1-2 Step left to side – step ball of right next to left – cross left over right
 3-4 Step right forward – pivot 1/2 turn left (6:00)
 5-6 Point right to side – 3/4 turn right on ball of left stepping right next to left (3:00)
 7-8 Point left to side – step left forward

RESTARTS :

- during 1st wall, after 20 counts (face to 12:00)
- during 4th wall, after 16 counts (face to 12:00)
- during 7th wall, after 20 counts (face to 6:00)

Original step sheet of the choreographer - galicountry76@yahoo.fr - www.galichabret.com