1st SEQ | KICK, OUT, OUT, CROSS, OPEN, CROSS, SHUFFLE, ROCK STEP1\&2 Kick R forward - Open R to R-Open L to L
$3 \& 4$ Cross R behind L-Open L to L-Cross R over L
$5 \& 6$ Shuffle LRL diagonally left forward
7-8 Rock Step R forward - Recover weight on L
2nd SEQ | SHUFFLE TURN, STEP, TURN, LONG STEP, SLIDE, STOMP
$1 \& 2$ Turning $1 / 2$ R Shuffle RLR to the opposite diagonal
3-4 Step $L$ forward - Turn 1/2 L stepping $R$ backward
5-6 Turning $1 / 4 \mathrm{~L}$ long step $L$ to $L$ - Slide $R$ near to $L$
7-8 Slide R next to $L$ - Stomp R forward
3rd SEQ| ROCK STEP, SHUFFLE TURN, STEP-PIVOT, KICK BALL CHANGE
1-2 Rock Step L forward - Recover weight on $R$
3\&4 Turning 1/2 L Shuffle LRL forward
5-6 Step R forward - Turn 1/2 L
7\&8 Kick R forward - Recover R foot - Step L on place
4th SEQ | SLOW SWIVELS (x2), CHICKEN WALK FORWARD
1-2 Slow Swivel $R$ heel forward (cuban style - start sliding your $R$ point from the centre to outside)
3-4 Slow Swivel $L$ heel forward (cuban style - start sliding your $R$ point from the centre to outside)
5-6 Swivel R heel forward - Swivel $L$ heel forward
7-8 Swivel R heel forward - Swivel $L$ heel forward
5th SEQ | ROCK STEP \& ROCK BACK, KICK BALL POINT (x2)
1-2 Rock Step R forward - Recover weight on L
\&3-4 Close R beside L-Rock step L backward - Recover weight on R (turn your chest $1 / 2 L$ - optional styling)
586 Kick L forward - Recover - Point R foot to $R$ side
788 Kick R forward - Recover - Point $L$ foot to $L$ side
6th SEQ | SAILOR STEP (x2), ROCK STEP, COASTER STEP
$1 \& 2$ Cross $L$ behind $R$ (drawing a $1 / 2$ circle) - Open $R$ to $R$ - Open $L$ to $L$
$3 \& 4$ Cross $R$ behind $L$ (drawing a $1 / 2$ circle) - Open L to L-Open R to $R$
5-6 Rock step $L$ forward - Recover weight on $R$
7\&8 Step L backward - Step R back next to L - Step L forward
7th SEQ | WALK, CLAP, WALK, CLAP, ROCK STEP, HEEL, STOMP
1-2 Step R forward - Clap your hands
3-4 Step L forward - Clap your hands
5-6 Rock Step R forward - Recover weight on L
\&788 Step R back - Heel L forward - Put weight on L - Stomp up R next to L

