

Sights on You

LINEDANCE.COM

Count: 32

Wall: 4

Level: Low Intermediate

Choreographer: Jamie Marshall (2/2012)

Music: "Billy The Kid" by Dia Frampton

A. Step R Forward, $\frac{1}{4}$ Pivot L, OUT, OUT, IN, IN, Step R Forward, $\frac{1}{2}$ Pivot L, OUT, OUT, IN, IN

- 1,2** Step R forward (1), Pivot $\frac{1}{4}$ L, stepping L in place (2) (9:00)
- &3** Step R to R (&), Step L to L (3)
- &4** Step R to center (&), Step L next to R (4) (9:00)
- 5,6** Step R forward (5), Pivot $\frac{1}{2}$ L, stepping L in place (6) (3:00)
- &7** Step R to R (&), Step L to L (7)
- &8** Step R to center (&), Step L next to R (8) (3:00)

B. TURNING JAZZ TRIANGLE, SIDE ROCK, RECOVER, SIDE ROCK, RECOVER

- 9,10** Cross R over L (9), Step L back (10)
- 11,12** Turn $\frac{1}{4}$ R, stepping R to R (11), Step L next to R (12) (6:00)
- 13,14&** Rock R to R (5), Recover onto L (6), Step R next to L (&)
- 15,16** Rock L to L (7), Recover onto R (8) (6:00)

****Restart after first 16 counts of 4th Rotation...adding an "&" count to transfer weight to L**

C. WEAVE, SIDE ROCK, BEHIND, TURN, STEP, FORWARD ROCK, RECOVER

- 17&18** Cross L behind R (17), Step R to R (&), Cross L over R (18)
- 19,20** Rock R to R (19), Recover onto L (20)
- 21&22** Cross R behind L (21), Turn $\frac{1}{4}$ L, stepping L forward (&) Step R forward (22) (3:00)
- 23,24** Rock L forward (23), Recover onto R (24) (3:00)

D. $\frac{1}{2}$ BACKWARD WALK AROUND, L ROCK, RECOVER, STEP, R KICK-BALL-STEP

- 25-28** Step L back (25), R back (26), L back (27), R back (28), backward counter-clockwise in a half circle (9:00)
- 29&30** Rock L back (29), Recover onto R (&), Step L next to L (30)

31&32 Kick R forward (31), Step R next to L (&), Step L in place (32) (9:00)

Contact: thejamiemarshall@att.net - www.ftwaynedanceforall.com

Copyright © 2012 Jamie Marshall (thejamiemarshall@att.net) All Rights Reserved

Internet Video Rights assigned to Edie Driskill (edie@linelessons.com)

Source: LineDance.com — https://www.linedance.com/index.php?f=dance_view&id=86787