## Don't Get Stuck


[17-24] ROCK-KICK, $1 / 4$ TURN KICK, $1 / 4$ TURN STEP, ROCK-KICK, STEP, KICK- ROCK, JUMP, KICK-STEP, ROCK, KICK-STOMP, SCUFF.

| $1 \& 2 \&$ | (Jumping) Crossed rock RF over LF. Recover the weight on LF (with a low RF kick). <br> (Jumping) $1 / 4$ turn (to the right) RF kick. $1 / 4$ turn (to the right) RF step <br> (Jumping) Crossed rock LF over RF. Recover the weight on RF (with a low LF kick). LF step <br> to the left. <br> (Jumping) Kick RF forward. RF crossed rock over LF. Jump (back) on RF. Recover the <br> weight on LF. (with a low RF kick) <br> (Jumping) RF step to the right. LF crossed rock over RF. |
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| $\& 5 \& 6$ | (Jumping) Recover the weight on RF (with a low LF kick) . LF step to the left. RF scuff next to <br> (JF. |

[25-32] HEEL STEP OUT X2, ½ TURN, STEP IN X2, STOMP X2, SWIVEL X2, KICK-HOOK-KICK, STOMP UP, SCOOT FULL TURN, STOMP
$1 \& 2 \& \quad$ RF heel step forward (diagonally out). LF heel step forward (diagonally out). $1 / 2$ turn RF step in. LF step next to RF.
3\& Stomp up RF in place. Stomp RF forward.
4\& Heels swivel to the right (RF and LF together). Toes swivel to the right (both feet together).
5\&6 LF kick forward. LF hook (over RF). LF kick forward
\&7\&8 LF stomp up. LF scoot (twice) in a full turn to the left. LF stomp.
TAG 1 (4 counts, after 1st sequence): hold x 2, RF brush back and stomp.
TAG 2 (4 counts, after 2nd sequence): RF brush back and stomp up, apple jacks $\mathbf{x} 2$ (to the right and to the left)

ENDING. The 6th sequence has only 24 counts
After the count 22, recover the weight on to the left foot, $1 / 2$ turn to the right and stomp twice with the RF (shortly forward).

