

# Make it Sweet

拍數: 32      牆數: 4      級數: Improver  
編舞者: Heather Barton (SCO) - October 2018  
音樂: Make It Sweet - Old Dominion : (iTunes)



## Section 1 [1-8] R ¼ CHASSE, L ½ TURN SHUFFLE, R COASTER, L KICK OUT OUT

1&2      step R to R (1), step L beside R (&), ¼ turn R by stepping forward R (2), 3:00  
3&4      ¼ turn R by stepping L to L (3), Step R beside L (&), ¼ turn R by stepping back L (4), 9:00  
5&6      Step back R (5), step L beside R (&), step forward R (6)  
7&8      kick L forward (7), step L to L (&), step R to R (shoulder apart and weight on L)

**Restart: 6th wall restart facing 9 o'clock and change counts 7&8 to L kick ball touch**

## Section 2 [9-16] HEEL-TOE-HEEL, TWISTS, ¼ MONTEREY, HEEL SWITCHES

1&2      twist R heel in (1) twist R toe in (&) twist R heel in (2)  
3&4      traveling to R: twist heels (3), twist toe (&), twist heels (ending weight on Left) (4)  
5&6&      point R toe to R side (5), ¼ turn R by stepping R together (&), point L to L (6), step L (&)  
7&8&      touch R heel forward (7), step R together (&), touch L heel forward (8), step together (&)

**Restart: 3rd wall restart facing 6 o'clock wall**

## Section 3 [17-24] R & L DIAGONAL LOCK STEPS, R STEP-½ TURN-STEP, L STEP-½ TURN-STEP

1&2      step forward R (1), lock L behind R (&), step forward R (travel diagonally R) (2)  
3&4      step forward L (3), lock R behind L (&), step forward L (travel diagonally L) (4)  
5&6      step forward R (5), ½ pivot turn L (&), step forward R (6)  
7&8      step forward L (7), ½ pivot turn R (&), step forward L (8)

## Section 4 [25-32] R CROSS ROCK-RECOVER L-R SIDE ROCK-RECOVER L, R BEHIND-L SIDE-R CROSS, L FWD ROCK-RECOVER R-L SIDE ROCK-RECOVER R, L SAILOR ¼

1&2&      cross rock R over L (1), recover on L (&), side rock R (2), recover on L (&)  
3&4      cross R behind L (3), step L to L (&), cross R over L (4)  
5&6&      rock forward L (5), recover on R (&), side rock L (6), recover on R (&)  
7&8      ¼ turn L stepping L behind R (7), step R to R (&), step L to L (8)

**Restarts:-**

**Wall 3 after 16 counts**

**Wall 6 after 8 counts (change counts 7&8 to a kick ball touch)**