GOOD TIMES

Count: 48 Wall: 2 Level: Beginner / Intermediate

Choreographer: Fred Buckley & Vivienne Scott

Music: Live To Love Another Day by Keith Urban

WALK FORWARD X3 WITH KICK, WALK BACK TWICE, OUT/OUT

1-2 Walk forward right, left

3-4 Walk forward right, kick left forward

5-6 Walk back left, right

&7-8 Step left foot to left side, step right foot to right side, hold (weight on left)

CROSS ROCK RIGHT, SHUFFLE IN PLACE, CROSS ROCK LEFT, SHUFFLE IN PLACE

1-2 Cross rock right over left, recover on left

3&4 Shuffle in place right, left, right

5-6 Cross rock left over right, recover on right

7&8 Shuffle in place, left, right, left

ROCK FORWARD, SHUFFLE ½ TURN, PIVOT ½ TURN, SHUFFLE FORWARD LEFT

1-2 Rock right forward, recover on left

3&4 Step back right with ½ turn right, close left beside right, step forward right

5-6 Step forward left making ½ turn pivot right (weight on right) 7&8 Step forward left, close right beside left, step forward left

SIDE TOE SWITCHES WITH HOLDS, FORWARD HEEL SWITCHES

1-2 Point right toe to right side, hold

&3-4 Step right beside left, point left toe to left side, hold

&5&6 Step left beside right, touch right heel forward, step right beside left, touch left heel forward

&7-8 Step left beside right, touch right heel forward, hold (optional double clap on hold)

TOE TOUCHES SIDE, FORWARD, SIDE, HEEL FLICK BEHIND, WEAVE

1-2 Touch right toe to right side, touch right toe forward3-4 Touch right toe to right side, flick right foot behind left

5-6 Step right to right side, step left behind right7-8 Step right to right side, step left across right

SIDE ROCK, CROSS SHUFFLE, 1/4 TURNS TWICE, SHUFFLE FORWARD LEFT

1-2 Rock right to right side, recover on left 3&4 Cross shuffle right over left, right, left, right

5-6 Step left to left side with ¼ turn right, step right to right side with ¼ turn right (6:00)

7&8 Step forward left, close right beside left, step forward left

REPEAT

Choreographed for the "Let The Good Times Roll" Workshop, Ontario, Canada October 2004.