

99 Bottles

Count: 64

Wall: 2

Level: Intermediate

Choreographer: David Prestor (SVN) - August 2020

Music: 99 Bottles - Zane Williams



#1 ROCK STEP, ROCK STEP, SCISSOR KICK STEP

- 1 rock step R to R
- 2 recover L
- 3 rock step R forward
- 4 recover L
- 5 rock step R to R
- 6 recover L back
- 7 kick R forward
- 8 cross R over L

#2 ROCK STEP, ROCK STEP, SCISSOR KICK STEP

- 1 rock step L to L
- 2 recover R
- 3 rock step L forward
- 4 recover R
- 5 rock step L to L
- 6 recover R back
- 7 kick L forward
- 8 cross L over R

#3 SCISSOR KICK STEP, COASTER STEP, SCUFF

- 1 rock step R to R
- 2 recover L back
- 3 kick R forward
- 4 cross R over L
- 5 step L back
- 6 close R beside L
- 7 step L forward
- 8 scuff R beside L

#4 SCOOT, CLOSE, SCUFF, SCOOT, STEP, STOMP

- 1 scoot L back
- 2 scoot L back
- 3 close R beside L & flick L back
- 4 scuff L beside R
- 5 scoot R forward
- 6 scoot R forward
- 7 step L forward
- 8 stomp up R beside L

#5 HEEL TAP, CLOSE, HEEL TAP, CLOSE, KICK, TURN, FLICK, STEP, STOMP

- 1 tap R heel forward
- 2 close R beside L
- 3 tap L heel forward
- 4 close L beside R

End of 3# and 6#

- 5 kick R forward

- 6 flick R & ¼ turn R
- 7 ¼ turn R & step R forward & flick L
- 8 stomp up L beside R

#6 HEEL TAP, CLOSE, HEEL TAP, CLOSE, KICK, TURN, FLICK, STEP, STOMP

- 1 tap L heel forward
- 2 close L beside R
- 3 tap R heel forward
- 4 close R beside L
- 5 kick L forward
- 6 flick L & ¼ turn L
- 7 ¼ turn L & step L forward & flick R
- 8 stomp up R beside L

#7 HEEL SWITCHES, TAP, HEEL SWITCHES, TAP

- 1 tap R heel forward
- & close R beside L
- 2 tap L heel forward
- 3 tap L toes behind R
- 4 Hold
- 5 tap L heel forward
- & close L beside R
- 6 tap R heel forward
- 7 tap R toes behind L -
- 8 hold

#8 ROCKING CHAIR, SLOW PIVOT

- 1 rock R forward
- 2 recover and stomp L
- 3 rock R back
- 4 recover and stomp L
- 5 ¼ turn L & step R to R
- 6 stomp up L beside R
- 7 ¼ turn L & step L forward
- 8 stomp up R beside L

PHRASE

- 1 1st wall
- 2 2nd wall
- 3 # :1st wall
- 4 1st wall
- 5 2nd wall
- 6 # :1st wall
- 7 1st wall
- 8 2nd wall
- 9 # (slow) :1st wall

BREAK

- 10 1st wall
 - 11 # (slow) :2nd wall
-