

Good Time...all Night!

Count: 48

Wall: 2

Level: Intermediate

Choreographer: Emanuele Fantucci (IT) - May 2022

Music: I Ain't Gotta Grow Up - Logan Mize



(1) R.TOUCH TO RIGHT / R.TOUCH NEXT TO LEFT/ R. TOUCH TO RIGHT SIDE - CROSS / SIDE / CROSS - L. TOUCH TO LEFT / L. TOUCH NEXT TO RIGHT / L. TOUCH TO LEFT - CROSS /SIDE / CROSS

- 1&2 Right touch to right side, right touch next to left, right touch to right side
- 3&4 cross right behind left, left step to left side, cross right over left
- 5&6 Left touch to left side, left touch next to right, left touch to left side
- 7&8 cross left behind right, right step to right side, cross left over right

(2) R. STEP TO RIGHT / L.STOMP UP / L. STEP TO LEFT / R. STOMP UP /SHUFFLE STEP TO RIGHT SIDE / L. STOMP UP - L. STEP TO LEFT / R. STOMP UP / R. STEP TO RIGHT / L. STOMP UP / SHUFFLE STEP TO LEFT SIDE / R. TOUCH NEXT TO LEFT

- 1&2& Right step to right side, left stomp up next to right, left step to left side, right stomp up next to left
- 3&4& right step to right side, close left next to right, right step to right side, left stomp up next to right
- 5&6& left step to left side, right stomp up next to left, right step to right side, left stomp up next to right
- 7&8 left step to left side, close right next to left, left step to left side

(3) RUMBA BOX – R. SHUFFLE BACK – RUMBA BOX

- 1&2 right step to right side, close left next to right, right step forward
- 3&4 left step to left side, close right next to left, left step back
- 5&6 right step back, close left next to right, right step back
- 7&8 left step to left side, close right next to left, left step forward

(4) R. KICK BALL POINT – L. KICK BALL POINT – SWIVEL ¼ TURN LEFT – SAILOR STEP ¼ TURN LEFT

- 1&2 Right kick forward, right next to left, touch left to left side
- 3&4 Left kick forward, left next to right, touch right slightly to right side
- 5&6 Both heels swivel right, then center then right ¼ turn left
- 7&8 cross left behind right ¼ turn left, right next to left, left step forward

- Restart here on: 2nd (+ tag), 4th, 5th, 6th , 7th walls.

(5) R.MAMBO STEP CROSSED OVER LEFT – L. MAMBO STEP CROSSED OVER RIGHT – R. MAMBO STEP FORWARD – L. COASTER STEP

- 1&2 cross right over left, recover to left, right step to right side
- 3&4 cross left over right, recover to right, left step to left side
- 5&6 right step fwd, recover to left, close right next to left
- 7&8 left step back, right next to left, left step forward

(6) R. LOCK STEP DIAGONALLY FWD – L. LOCK STEP DIAGONALLY FWD – PIVOT ½ TURN LEFT (X 2) – R. SLIDE DIAGONALLY BACK – LEFT STOMP

- 1&2 Right step diagonally fwd , left lock step behind right, right step diagonally fwd
- 3&4 Left step diagonally fwd, right lock step behind left, left step diagonally fwd
- 5-6 ½ turn left right step back, left step forward ½ turn left
- 7-8 right step diagonally back, Left stomp next to right

TAG (2ND WALL AFTER 32 COUNTS RESTART + TAG)

GRAPEVINE TO RIGHT SIDE – GRAPE VINE TO LEFT SIDE ½ TURN LEFT

1-2-3-4 right step to right side, cross left behind right, right step to right side, scuff left next to right
5-6-7-8 left step to left side, cross right behind left, left step forward $\frac{1}{4}$ turn left, right scuff forward $\frac{1}{4}$
turn Left

RESTARTS:

After 32 counts: 2nd wall (restart + tag), 4th, 5th, 6th, 7th walls

FINAL:

7 th wall: after 32 counts right stomp forward
