

Good Time Crowd

Compte: 32

Mur: 4

Niveau: Beginner

Chorégraphe: Sue Jennings (USA) - February 2024

Musique: Back Then Right Now - Tyler Hubbard



Intro 32 counts

SEQUENCE: 32, 32, 32, 32, First 16, 32+ 4 count Tag, 32, 32, 32, First 16, 32, 32, 32

[1-8] FORWARD R HEEL, FORWARD L HEEL, ROCK BACK R, RECOVER L, STEP R FORWARD ¼ TURN PIVOT L

- 1-2 R Heel Forward, Step R next to L taking weight on R
- 3-4 L Heel Forward, Step L next to R taking weight on L
- 5-6 Step R Backward, Recover on L
- 7-8 Step R Forward, ¼ Turn Pivot over L shoulder taking weight on L (9:00)

[9-16] FORWARD R STEP LOCK STEP BRUSH, FORWARD L STEP LOCK STEP TAP BEHIND

- 1-4 Step R Forward (slight angle to R), slide L behind R at an angle, Step R Forward, Brush L foot across floor
- 5-8 Step L Forward (slight angle to L), slide R behind L at an angle, Step L Forward, Tap R toe behind L foot

[17-24] STEP BACK R, L HEEL FORWARD, STEP BACK L, R HEEL FORWARD, ROCK BACK R, RECOVER L, STEP R FORWARD ½ TURN PIVOT L

- 1-2 Step R Backward taking weight, L Heel Forward
 - 3-4 Step L Backward taking weight, R Heel Forward
- For styling: bend knees to add a dip when stepping backwards with R (count 1) and L (count 3)
- 5-6 Step R Backward, Recover on L
 - 7-8 Step R Forward, ½ Turn Pivot over L shoulder taking weight on L (3:00)

[25-32] R GRAPEVINE, L GRAPEVINE

- 1-4 Step R to the R, Cross L behind R taking weight, Step R to the R, Touch L next to R
- 5-8 Step L to the L, Cross R behind L taking weight, Step L to the L, Touch R next to L

Restart 1 - Restart on Wall 5 (starts at 12:00) after 16 counts (facing 9:00)

Tag after Full 32 counts on Wall 6 (facing 12:00) –

- 1-2 R Heel Forward, Step R next to L taking weight on R
- 3-4 L Heel Forward, Step L next to R taking weight on L

Restart 2 – Restart on Wall 10 (starts at 9:00) after 16 counts (facing 6:00)

End of Dance – The last 32 will start on the front wall (Wall 13). To end facing the front wall, replace the last Grapevine (counts 29-32) with a ¼ turn Grapevine to the front.