

HIGH TIME BABY

By Fabian Müller -

Music High Time - Nickelback

64 Counts, 2 Walls, 1 Restart -

Level Intermediate

Sect 1 KICK, FLICK, KICK, FLICK, STOMP UP, KICK BALL STOMP UP

1 – 2 Kick R forward – Jump on R and flick L

3 – 4 Kick L forward – Jump on L and flick R

5 – 6 Stomp up R next to L – Kick R forward

7 – 8 Step on R next to L – Stomp up L next to R

Sect 2 KICK, FLICK, KICK, FLICK, STOMP UP, KICK BALL STOMP UP

1 – 2 Kick L forward – Jump on L and flick R

3 – 4 Kick forward R – Jump on R and flick L

5 – 6 Stomp up L next to R – Kick L forward

7 – 8 Step on L next to R – Stomp up R next to L

Restart in 8th wall

Sect 3 GRAPEVINE, SCUFF, ¼ GRAPEVINE TURN, SCUFF

1 – 2 Side step R – Cross L behind R

3 – 4 Side step R – Scuff L next to R

5 – 6 Side step L – Cross R behind L

7 – 8 ¼ Turn left and step forward L – Scuff R next to L

Sect 4 JUMPING JAZZ BOX, HITCH, STOMP UP, STOMP, SCUFF

1 – 2 Cross R in front of L – Kick forward R

3 – 4 Kick forward L – Cross L in front of R

5 – 6 Jump on R and hitch L – Stomp up L next to R

7 – 8 Stomp L forward – Scuff R next to L

Sect 5 LOCK STEP, SCUFF, LOCK STEP, SCUFF

1 – 2 Step forward R – Lock L behind R

3 – 4 Step forward R – Scuff L next to R

5 – 6 Step forward L – Lock R behind L

7 – 8 Step forward L – Scuff R next to L

Sect 6 ROCK, RECOVER, ½ TURN, HOLD, FULL TURN, STEP, HOLD

1 – 2 Rock step forward R – Recover L

3 – 4 ½ Turn right and step forward R - Hold

5 – 6 ½ Turn right and step back L – ½ Turn right and step forward R

7 – 8 Step forward L – Hold

Sect 7 ROCK, RECOVER, ¼ TURN, HOLD, CROSS ROCK, RECOVER, SIDE STEP, HOLD

1 – 2 Rock step forward R – Recover L

3 – 4 ¼ Turn right and step side R - Hold

5 – 6 Cross rock step L in front of R – Recover R

7 – 8 Side Step L – Hold

Sect 8 JUMPING BACK ROCK, RECOVER, STOMP UP, JUMPING BACK ROCK, RECOVER, 2X STOMP UP

1 – 2 Jumping diagonal back rock R to right – Recover L

3 – 4 Stomp up R next to L – Jumping diagonal back rock R to right

5 – 6 Recover R – Stomp up R next to L

7 – 8 Stomp up R next to L – Hold