



Dance: **Bring On The Good Times**
 Type: 32 Count, 4 Wall, Beginner
 Choreographer: Gary O'Reilly (IE) and Maggie Gallagher (UK), April 2016
 Choreographed to: Bring On The Good Times by Lisa McHugh (102 bpm, 3:24 min)

Intro: Start after count 8

Section 1 Point x 3, Weave Left, Point x 3, Weave Right

1&2	Point right to right side. Touch right beside left. Point right to right side	Point out, in out
3&4	Cross right behind left. Step left to left side. Cross right over left	Behind, side, cross
5&6	Point left to left side. Touch left beside right. Point left to left side	Point out, in, out
7&8	Cross left behind right. Step right to right side. Cross left over right	Behind, side, cross

Section 2 Forward Rock, (Back, Clap) x 3, Coaster Step, Step Lock Step

1&2&	Rock forward on right. Recover on left. Step right back. Clap	Forward rock, back, clap
3&4&	Step left back. Clap. Step right back. Clap	Back, clap, back clap
5&6	Step left back. Step right beside left. Step left forward	Coaster step
7&8	Step right forward. Lock left behind right. Step right forward	Step, lock, step

Section 3 Step Pivot 1/4, Cross, Vine Right Cross, Rumba Box

1&2	Step left forward. Pivot 1/4 turn right (3:00). Cross left over right	Step, pivot, cross
3&	Step right to right side. Cross left behind right	Side, behind
4&*	Step right to right side. Cross left over right	Side, cross
5&6	Step right to right side. Step left beside right. Step right forward	Side, close, step
7&8	Step left to left side. Step right beside left. Step left back	Side, close, back

Section 4 Toe Strut x 2, Coaster Step, Heel Strut x 2, Run x 3

1&2&	Step right toe back. Lower right heel. Step left toe back. Lower left heel	Back strut, back strut
3,&4	Step right back. Step left beside right. Step right forward	Coaster step
5&6&	Step left heel forward. Lower left toe. Step right heel forward. Lower right toe	Heel strut, heel strut
7&8	Run forward stepping left, right, left	Run, run, run

Restart * Walls 4 and 8 (9:00) after 20& Counts (restart facing 12:00)
