Count: 32
Wall: 4
Level: Intermediate
Choreographer: Cody James Lutz (USA) - April 2016
Music: Wasted Time - Keith Urban

\#16 Count Intro
(1-8) $\square$ STEP BACK, COASTER, $1 / 2$ PIVOT, $1 / 2$ BACK SHUFFLE, $1 / 4$ OUT
12\&3 Step back on $R$, step back on $L$, step $R$ together with $L$, step forward on $L$ (12)
45
Step forward on $R$, pivot $1 / 2$ turn $L$ taking weight on $L(6)$
6\&7 Make a $1 / 2$ turn $L$ stepping back on $R$, step $L$ together, step back on $R(12)$
8
Make a $1 / 4$ turn $L$ stepping $L$ to $L$ side (9)
(9-16) $\square C R O S S$ ROCK, SIDE, BALL, CROSSING SHUFFLE, QUICK ½ TURN OUT, HOLD, BALL-OUT
1\&2\& Cross $R$ over $L$, recover weight to $L$, step $R$ to $R$ side, step ball of $L$ next to $R$ (9)
$3 \& 4 \quad$ Cross $R$ over $L$, recover weight to $L$, cross $R$ over $L$ (9)
5\&6 Rock $L$ to $L$ side, make a $1 / 4$ turn $R$ stepping $R$ forward, make a $1 / 4$ turn $R$ stepping $L$ to $L$ side (3)

7 \&8 Hold, step ball of $R$ next to $L$, step $L$ to $L$ side (3)*
(Tip: Counts " $5 \& 6$ " is a quick right turn that feels almost like a chase-turn, but to the side instead of forward)
(Styling: On counts " $7 \& 8$ ", you can add a side-bodyroll after the hold as you step to the left, where it fits the music)
(17-24) FULL TURN, BEHIND-SIDE-CROSS, SIDE-ROCK, BEHIND, $1 / 4$ TURN, STEP
12
3\&4
56
788
Make a $1 / 2$ turn $R$ stepping $R$ to $R$ side, make a $1 / 2$ turn $R$ stepping $L$ to $L$ side (3)
Step $R$ behind $L$, step $L$ to $L$ side, step $R$ across $L$ (3)
Rock $L$ to $L$ side, recover weight to $R$ (3)
Step $L$ behind $R$, make a $1 / 4$ turn $R$ stepping $R$ forward, step forward on $L$ (6)
(25-32) KICKBALL ROCK, KICKBALL TOUCH, 3/4 UNWIND, MAMBO
1\&2\& Kick $R$ forward, step ball of $R$ next to $L$, rock back on $L$, recover weight to $R$ (6)
3\&4 Kick $L$ forward, step ball of $L$ next to $R$, touch $R$ to $R$ side (6)
$56 \quad$ Step $R$ behind $L, 3 / 4$ unwind to $R$ taking weight on $R$ (3)
7\&8
Step slightly forward on $L$, recover weight to $R$, step back on $L$ (3)
*RESTART. 16 counts into Wall 4.
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