# Be Good To Be Bad

Level: Beginner

Choreographer: Phil Austin (UK)

**Count: 32** 

Music: If Ya Wanna Be Bad Ya Gotta Be Good - Bryan Adams

# ROCK, RECOVER, ROCK, RECOVER, ROCK, RECOVER, ROCK, RECOVER

- 1-2 Rock forward left foot, recover onto right
- 3-4 Rock back left foot, recover onto right
- &5-6 Step left to right, rock forward right, recover onto left
- 7-8 Rock back on right foot, recover onto left

#### ROCK, ½ TURN, SHUFFLE ½ TURN, SLEAZE ROLL

- 1-2 Rock forward right foot, pivot <sup>1</sup>/<sub>2</sub> turn over left shoulder and step left in place
- 3&4 Make <sup>1</sup>/<sub>2</sub> turn over left shoulder, stepping right, left, right
- 5-8 A sleaze roll is a body roll down twice using the shoulders. (5)roll right shoulder down, followed by left shoulder, chest and stomach (6)bend knees so you are in sitting position (&)straighten knees (7)roll right shoulder down, followed by left shoulder, chest and stomach (8)bend knees so you are in sitting position

#### BUMP HIPS TWICE, BUMP HIPS TWICE, ROCK AND CROSS, SLEAZE SLIDE

- 1&2 Step forward right and bump hips forward, bump hips back, bump hips forward
- 3&4 Step forward left and bump hips forward, bump hips back, bump hips forward
- 5&6 Rock right to side, recover weight onto left, cross right over left
- 7-8 Step left a big step to side, slide right to left and use your shoulders anyway you know how!

## TOE, ¼ TURN, TOE, ¼ TURN, TOE, ¼ TURN, KICK, CROSS, COASTER STEP, STOMP

- 1& Pivot ¼ turn on left foot over left shoulder and touch right to side, hitch right foot
- 2& Repeat steps '1&:'
- 3& Repeat steps '1&'
- 4-5 Kick right forward, cross right over left
- 6&7 Step back left, step right to left, step forward left
- 8 Stomp right forward

## ROLL HIPS ¼ TURN, SAILOR STEP, CROSS UNWIND ½ TURN

- 1-4 Roll hips to the left and make 1/4 turn over left shoulder over 4 counts (do it slow and sleazy!)
- 5&6 Cross left behind right, step right to side, step left to right
- 7-8 Cross right behind left, unwind ½ turn over right shoulder

#### REPEAT





**Wall:** 2