



CHASING DOWN A GOOD TIME

Choreographed by Dan Albro (3/16)

Description: 48 count, 4 wall, intermediate line dance

Music: **Chasing Down A Good Time** by Randy Houser

16 count intro; One easy restart on wall 3 facing 12:00

2 LOCK STEPS w/BRUSH, ROCK ½ TURN, SHUFFLE FWD

1&2& Step fwd R, cross step L behind R, step fwd R, brush L fwd

3&4& Step fwd L, cross step R behind L, step fwd L, brush R fwd

5,6 Rock fwd R, replace weight back L

7&8 Turn ¼ right stepping side R, step L next to R, turn ¼ right stepping fwd R

2 LOCK STEPS w/BRUSH, ROCK ¼ TURN, SHUFFLE SIDE

1&2& Step fwd L, cross step R behind L, step fwd L, brush R

3&4& Step fwd R, cross step L behind R, step fwd R, brush L

5,6, Rock fwd L, replace weight R,

7&8 Turn ¼ left stepping side L, step R next to L, step side L

****Restart on wall 3 facing 12:00****

CROSS, SIDE BEHIND & HEEL & CROSS, SIDE, BEHIND & HEEL &

1,2,3& Cross step R over L, step side L, cross step R behind L, step side L

4&5,6 Touch R heel angle fwd right, step back R, cross step L over R, step side R

7&8& Cross step L behind R, step side R, touch L heel angle fwd left, step back L

CROSS, TURN BACK, SHUFFLE FWD, STEP, ½ TURN, SHUFFLE FWD

1,2,3 Cross step R over L, turn ¼ right stepping back L, turn ¼ right stepping side R

&4,5,6 Step L next to R, turn ¼ right stepping fwd R, step fwd L, pivot ½ turn right

7&8 Step fwd L, step R next to L, step fwd L

ROCK, REPLACE, HEEL SWITCHES, ROCK ¼ TURN, HEEL SWITCHES

1,2&3 Rock fwd R, replace weight L, step back R, touch L heel fwd

&4&5 Step L next to R, touch R heel fwd, step R next to L, rock fwd L

6&7 Turn ¼ left replacing weight R, step L next to R, touch R heel fwd

&8& Step R next to L, touch L heel fwd, step L next to R

STEP ¼ TURN, BEHIND, SIDE, CROSS, TOE & TOE & ¼ HEEL, CLAP, &

1,2,3& Step fwd R, pivot ¼ left (weight on L), cross step R behind L, step side L

4,5&6 Cross step R over L, touch L toe side, step L next to R, touch R toe side

&7,8& Turn ¼ left stepping R next to L, touch L heel fwd, clap hands, step L next to R

****Restart: On wall 3 replace counts 7&8 with a coaster step then Restart from the top
Coaster = step back L, step R next to L, step fwd L***

REPEAT