

FEEL REAL GOOD

LINEDANCE.COM

Count: 32

Wall: 4

Level: beginner/intermediate

Choreographer: Bjarne Lund

Music: Real Good, Feel Good by Mel McDaniel

HEEL SHIFTS, STOMP, ¼ TURN BOUNCES, HEEL SHIFTS, FORWARD SHUFFLE

- 1&2&** Tap right heel forward, step right beside left, tap left heel forward, step left beside right
- 3&4** Stomp right forward, bounce heels 1/8 turn left, bounce heels 1/8 turn left
- 5&6&** Tap left heel forward, step left beside right, tap right heel forward, step right beside left
- 7&8** Step left forward, step right close beside left, step left forward

VINE WITH HEEL JACK & CROSS, ½ TURN RIGHT, CROSS SHUFFLE

- 9-10** Step right to right side, cross step left behind right
- &11&12** Step right to right side, tap left heel diagonally forward, step left beside right, cross step right over left
- 13-14** Turn ¼ right stepping left back, turn ¼ right stepping right to right side
- 15&16** Cross step left over right, step right close to left, cross step left over right

SIDE ROCK, CROSS SHUFFLE, TOE POINTS, HEEL HOOK STEP

- 17-18** Rock right to right side, recover onto left
- 19&20** Cross step right over left, step left close to right, cross step right over left
- 21&22&** Point left toe to left side, step left beside right, point right toe to right side, step right beside left
- 23&24** Tap left heel forward, hook left heel over right, step left forward

FORWARD ROCK & TURN, SHUFFLE ½ TURN, BACK ROCK, WALK FORWARD

- 25&26** Rock right forward, recover onto left, turn ½ right stepping right forward
- 27&28** Turn ¼ right stepping left to left side, step right beside left, turn ¼ right stepping left back
- 29-30** Rock right back, recover onto left
- 31-32** Walk forward right, walk forward left

Alternative: forward full turn left stepping right, left

REPEAT

TAG

Danced at the end of 2nd & 5th wall

ROCKING CHAIR

1-2-3-4 Rock right forward, recover onto left, rock right back, recover onto left

Source: LineDance.com — https://www.linedance.com/index.php?f=dance_view&id=55628