

Good to Be Alive (Hallelujah) by Andy Grammar; Choreography: Jeff Driggs

Sequence: Wait 16 Beats, A B C D A E B C D E E B C D E E Ending

Part A (32 beats) - Stomp Rooster

Stomp Rooster Heel Walk	Stomp DS(xif) SS(xib) SS(xif) Heel*Heel* SS DS RS *takes weight L R LR LR L R LR L RL 1 &2 &3 &4 & 5 &6 &7 &8
Rock Pivot Triple	RPivot(1/2R) S DS RS DS DS DS RS RL R L RL R L R LR &1 2 &3 &4 &5 &6 &7 &8
<i>Repeat</i>	<i>Repeat above 16 beats to face front</i>

Part B (32 +8 beats) - Rock Pull

Rock Pull Basic	R Pull (fwd) S RPull(fwd) S RPull (Fwd) S DS RS L R L RL R LR L R LR &1 2 &3 4 &5 6 &7 &8
Stomp 4 Hallelujah Brush Turn	S S S S (Hallelujah arms) DS BRUp DS RS (1/2 Left) L R L R L R R LR 1 2 3 4 &5 &6 &7 &8
Rock Pull Basic	R Pull (fwd) S RPull(fwd) S RPull (Fwd) S DS RS L R L RL R LR L R LR &1 2 &3 4 &5 6 &7 &8
Stomp 4 Hallelujah Brush Turn	S S S S (Hallelujah arms) DS BRUp DS RS (1/2 Left) L R L R L R R LR 1 2 3 4 &5 &6 &7 &8
Take a Trip Good to be alive	S S S S (360 L) JumpOut -Cross-Out In- Heel-Lift L R L R Both FeetR L-L 1 2 3 4 5&6 (good to be alive) 7&8 (right about now)

Part C (16 beats) Kick Charlie (uh-huh)

Kick Charlie Fancy Double	R/Kick(f)S DS DS RS DS DS RS RS (1/2L) L/R L R LR L R LR LR & 1 &2 &3 &4 &5 &6 &7 &8
<i>Repeat</i>	<i>Repeat above 8 beats to face front</i>

Part D (16 beats) Jazz Square Push

Jazz Square Triple Rock	S S(xif) S S (snap) DS RS RS RS (moving foward) L R L R L RL RL RL 1 2 3 4 &5 &6 &7 &8
Push Back Joey	R Pull (bck) S RPull(bck) S DS S(xib) S(ots) S(ots) S(xib) S S R L R LR L R L R L R L R &1 2 &3 4 &5 & 6 & 7 & 8

Part A (32 beats) - Stomp Rooster

Part E (16 beats) - Basic Mountain Goat MJ Blakester

Basic Mountain Goat	DS RS DS RS D/Kick S S S/Kick S S LiftL L RL R LR L/R R L R/L L R R &1 &2 &3 &4 &5 & 6 & 7 & 8
MJ Blakester	DS DS(xib) RS(ots) Step DS DB-Dwn (turn 1/4 Left) Hop Hop RS (turn 1/2 left) L R LR L R L-Bo R R LR &1 &2 &3 4 &5 &6 & 7 &8

Part B (32 +8 beats) - Rock Pull Take a Trip

Part C (16 beats) Kick Charlie (uh-huh)

Part D (16 beats) Jazz Square Push

Part E (16 beats) - Basic Mountain Goat MJ Blakester

Part E (16 beats) - Basic Mountain Goat MJ Blakester

Part B (24 beats) - Rock Pull Take a Trip

Part C (16 beats) Kick Charlie (uh-huh)

Part D (16 beats) Jazz Square Push

Part E (16 beats) - Basic Mountain Goat MJ Blakester

Part E (16 beats) - Basic Mountain Goat MJ Blakester

Ending 2 quick steps L/R