

99 Bottles

By David Prestor

🪄 99 Bottles | Zane Williams 🪄

Intermediate

64 counts | 2 wall | 2 restarts

1 **ROCK STEP, ROCK STEP, SCISSOR KICK STEP**

- 1 rock step R to R
- 2 recover L
- 3 rock step R forward
- 4 recover L
- 5 rock step R to R
- 6 recover L back
- 7 kick R forward
- 8 cross R over L

2 **ROCK STEP, ROCK STEP, SCISSOR KICK STEP**

- 1 rock step L to L
- 2 recover R
- 3 rock step L forward
- 4 recover R
- 5 rock step L to L
- 6 recover R back
- 7 kick L forward
- 8 cross L over R

3 **SCISSOR KICK STEP, COASTER STEP, SCUFF**

- 1 rock step R to R
- 2 recover L back
- 3 kick R forward
- 4 cross R over L
- 5 step L back
- 6 close R beside L
- 7 step L forward
- 8 scuff R beside L

4 **SCOOTS, CLOSE, SCUFF, SCOOT, STEP, STOMP**

- 1 scoot L back
- 2 scoot L back
- 3 close R beside L & flick L back
- 4 scuff L beside R



PRETTY
BARN
Good

- 5 scoot R forward
- 6 scoot R forward
- 7 step L forward
- 8 stomp up R beside L

5 HEEL TAP, CLOSE, HEEL TAP, CLOSE, KICK, TURN FLICK, STEP FLICK, STOMP

- 1 tap R heel forward
- 2 close R beside L
- 3 tap L heel forward
- 4 close L beside R

End of 3# and 6#

- 5 kick R forward
- 6 flick R & ¼ turn R
- 7 ¼ turn R & step R forward & flick L
- 8 stomp up L beside R

6 HEEL TAP, CLOSE, HEEL TAP, CLOSE, KICK, TURN FLICK, STEP FLICK, STOMP

- 1 tap L heel forward
- 2 close L beside R
- 3 tap R heel forward
- 4 close R beside L
- 5 kick L forward
- 6 flick L & ¼ turn L
- 7 ¼ turn L & step L forward & flick R
- 8 stomp up R beside L

7 HEEL SWITCHES, TAP, HEEL SWITCHES, TAP

- 1 tap R heel forward
- & close R beside L
- 2 tap L heel forward
- 3 tap L toes behind R
- Hold
- 5 tap L heel forward
- & close L beside R
- 6 tap R heel forward
- 7 tap R toes behind L
- hold

8 ROCKING CHAIR, SLOW PIVOT

- 8 rock R forward
- 2 recover and stomp L
- 3 rock R back
- 4 recover and stomp L
- 5 ¼ turn L & step R to R
- 6 stomp up L beside R
- 7 ¼ turn L & step L forward
- 8 stomp up R beside L



PHRASE

1	1 st wall
2	2 nd wall
3#	1 st wall
4	1 st wall
5	2 nd wall
6#	1 st wall
7	1 st wall
8	2 nd wall
9# (Slow)	1 st wall
BREAK	
10	1 st wall
11# (Slow)	2 nd wall

