

Baddie Behavior

Count: 32

Wall: 4

Level: Intermediate

Choreographer: Sierra Gil (USA) & Dustin Valcalda (USA) - September 2025

Music: BAD GIRL - HEDEGAARD & CANCUN?



No Tags or Restarts!

Dance starts after 16 counts (After "Drop It Drop It")

[1-8] Side Stomp, Sailor Step, Heel Toe Twist, Ball, Side Rock, Behind, Side, Cross

- 1-2& Stomp RF to R side, Step LF behind RF, Step RF to R side (12:00)
- 3&4 Step LF to L side, Twist R heel in towards LF, Twist R toe in towards LF (12:00)
- &5-6 Ball RF next to LF, Rock LF to L side, Recover weight to RF (12:00)
- 7&8 Step LF behind RF, Step RF to R side, Cross LF over RF (12:00)

[9-16] ½ Ball Turn, Cross, ¼ Scissor Step, Strut Bumps x2

- &1-2 Ball RF to R side while turning ¼ L, Continue turning L ¼ while stepping LF towards 3:00, Cross RF over LF (6:00)
- 3&4 Step LF to L side while turning ¼ R, Close RF next to LF, Step LF forward (9:00)
- 5&6 Touch R toe forward while bumping R hip forward, Bump R hip back, Step onto RF (9:00)
- 7&8 Touch L toe forward while bumping L hip forward, Bump L hip back, Step onto LF (9:00)

[17-24] Mambo Step, Walk Back w/ Toe Fans, Coaster Step, ¼ Turn Sway

- 1&2 Step RF forward, Recover weight onto LF, Step RF back (9:00)
- 3-4 Step LF back while fanning RF toe to R, Step RF back while fanning LF toe to L (9:00)
- 5&6 Step LF, Step RF next to LF, Step LF forward (9:00)
- 7-8 Step RF forward while turning ¼ L and swaying hips to R, Sway hips to L (6:00)

[25-32] Ball, ¼ Heel Grind, Coaster Step, Kick Ball Step, Hop Out, Hop In

- &1-2 Ball RF next to LF, Grind LF heel to L while turning ¼ L, Recover weight to RF (3:00)
- 3&4 Step LF back, Step RF next to LF, Step LF forward (3:00)
- 5&6 Kick RF forward, Ball RF, Step LF forward (3:00)
- &7&8 Hop RF out to R, Hop LF out to L, Hop RF in to center, Hop LF in to center (3:00)

Styling Note: Add in booty drops when dance calls "drop it, drop it" in place of Hop Out/In, or during Strut Bumps!

Have fun! Contact NLDA@nvlinedance.com with questions!

Last Update: 18 Oct 2025