



## Baby Tonight

32 Count, 4 Wall, Improver

Choreographer: Tina Argyle (UK) Sept 2018

Choreographed to: I'll Be Your Baby Tonight (remastered) by UB40, ft. Robert Palmer.

Album: Triple Best Of UB40

---

**Count In: 16 counts from main beat approx 22 seconds into track**

**Section 1 Kick & Kick & Mambo Side Rock Step Together. Fwd Rock, Side Rock, Coaster ¼ Turn**  
1&2& Kick right forward, step down right, kick left forward, step down left  
3&4 Rock right to right side, recover, step right in place  
5&6& Rock forward left recover, rock left to left side recover  
7&8 Make ¼ turn left stepping back left, step back right, step forward left 9 o'clock

**Section 2 Step Together, & Fwd Rock, & Back Rock, & ¼ Side Rock & Side Rock recover**  
&1-2 Step right at side of left, rock forward left recover  
&3-4 Step left at side of right, rock back right recover  
&5-6 Make ¼ turn right stepping right at side of left, rock left to left side recover 12 o'clock  
&7-8 Step left at side of right, rock right to right side recover onto left

**\*\*\* Restart here during walls 3 & 6 \*\*\***

**Section 3 Rumba Box ¼ Turn x2**  
1&2 Step right to right side, close left at side of right, step back on right  
3&4 Step left to left side, close right at side of left, make ¼ turn left stepping fwd left 9 o'clock  
5&6 Step right to right side, close left at side of right, step back on right  
7&8 Step left to left side, close right at side of left, make ¼ turn left stepping fwd left 6 o'clock

**Section 4 Side touch Side kick, behind side cross. Side touch side kick, behind ¼ turn, step.**  
1&2& Step right to right side, tap left, step left to left side, kick right to right diagonal  
3&4 Cross right behind left, step left to left side, cross right over left  
5&6& Step left to left side, tap right, step right to right side, kick left to left diagonal  
7&8 Cross left behind right, make ¼ turn right stepping fwd right, step fwd left 9 o'clock

### Restarts

**During walls 3 and 6 re start the dance after count 16**