

Honey Hips

Count: 32

Wand: 4

Ebene: Improver

Choreograf/in: Kayla Cosgrove (USA) - March 2017

Musik: Body Like a Back Road - Sam Hunt



STEP HALF TURN, SHUFFLE HALF TURN, WALK BACK X2, COASTER STEP

- 1,2 Step fwd R(1) Turn ½ L stepping fwd on L(2) (6:00)
3&4 Shuffle stepping R making ¼ L(3) Shuffle bringing L together(&) Shuffle back stepping R back(4) (12:00)
5,6 Walk back L(5) Walk back R(6) (12:00)
7&8 Step L back(7) Step R together(&) Step L fwd(8) (12:00)

Option: 3&4 you can do a locking step for styling

STEP TOUCH X2 WITH HIP ROLLS, CROSS ROCK ¼, ¼ LEFT HITCH

- 1,2 Step R up to R angle and roll hips around to R(1) Touch L to R(2) (12:00)
3,4 Step L up to L angle and roll hips t L(3) Touch R to L(4) (12:00)
5,6 Cross rock R over L(5) Recover to L(6) (12:00)
7,8 Make ¼ R stepping R fwd (3:00) (7) Make ¼ R on ball on R and hitch L knee up(8) (6:00)

SWAY X2, BEHIND SIDE CROSS, ROCK FORWARD RECOVER, BACK SHUFFLE

- 1,2 Rock out on L and sway hips down and to L(1) Rock out on R and sway hips down and to R(2) (6:00)
3&4 Step L behind R(3) Step R to R side(&) Cross L over R(4) (6:00)
5,6 Rock R fwd(5) Recover back to L(6) (6:00)
7&8 Shuffle back R(7) Shuffle bring L together(&) Shuffle R back(8) (6:00)

Option: 7&8 Lock back on shuffle step

TOUCH BACK, BODY ROLL, BALL STEP, STEP ¼ CROSS, TOUCH, TOUCH, HITCH

- 1,2 Touch L toes back(1) Body roll back sitting down into L(2) (6:00)
&3,4 Bring R in and step down(&) Step L fwd(3) Step R fwd(4) (6:00)
5&6 Step L fwd(5) Make ¼ R stepping on R(&) Cross L over R(6) (9:00)
7&8 Touch R toes out(7) Touch R toes in to L(&) Hitch R knee up(8) (9:00)

RESTART | Wall 5 | 2nd time you start the dance on the front wall.

Dance the first 16 counts of the dance. On the 2nd 8 count, you will change counts 7, 8 to the below.

- 7,8 Make ¼ R stepping R fwd (3:00) (7) Step fwd on L (8) (3:00)

ENDING: Facing 6:00, dance the first 4 counts of the dance. On count 5, turn a ½ turn L stepping fwd on L to face the front of the room.

ENJOY!!

Last Update - 25th March 2017