

Yummy Mommy

Count: 32

Wand: 2

Ebene: Improver - Funky

Choreograf/in: Adam Åstmar (SWE) - June 2024

Musik: Yummy Mommy - Sunstroke Project



Intro: 24 counts from start of track, approx. 13 seconds.

Info: Restarts occur after 16 counts on wall 5 facing 6'00 and wall 8 facing 12'00.

Sect – 1: Push Hips R, Pull Hands. Recover. Behind-Side-Cross. Side. ¼ R. ¼ R Chasse L.

1 – 2 Rock to R on RF pushing hips R and pulling hands to hips, just like pulling something towards you (1). Recover on LF (2).

Optional When pushing hips R and pulling hands, you can shout "HUH" loud and strong to add some extra spice! ;)

3 & 4 Step RF behind LF (3). Step to L on LF (&). Cross RF over LF (4).

5 – 6 Step to L on LF (5). Turn ¼ R step to R on RF (6). [3:00]

7 & 8 Turn ¼ R step to L on LF (7). Close RF next to LF (&). Step to L on LF (8). [6:00]

Sect – 2: Behind. Side. Cross-Side-Together. Cross. Side. Behind-Side-Cross.

1 – 2 Step RF behind LF (1). Step to L on LF (2).

3 & 4 Cross RF over LF (3). Step to L on LF (&). Close RF next to LF turn body to R diagonal (4). [7:30]

5 – 6 Cross LF over RF (5). Square up to 6'00 and step to R on RF (6). [6:00]

7 & 8 Step LF behind RF (7). Step to R on RF (&). Cross LF over RF (8).

Note! Restarts occur here on wall 5 and wall 8.

Sect – 3: Side. Together. Shuffle Fwd. Side. Together. Shuffle Back.

1 – 2 Step to R on RF (1). Close LF next to RF (2).

3 & 4 Step forward on RF (3). Close LF next to RF (&). Step forward on RF (4).

5 – 6 Step to L on LF (5). Close RF next to LF (6).

7 & 8 Step back on LF (7). Close RF next to LF (&). Step back on LF (8).

Sect – 4: Back. Touch. Back. Touch. Back. Point Side. Cross Shuffle.

1 – 2 Step back on RF (1). Touch LF forward (2).

3 – 4 Step back on LF (3). Touch RF forward (4).

5 – 6 Step back on RF (5). Point to L with LF (6).

7 & 8 Cross LF over RF (7). Step to R on RF (&). Cross LF over RF (8).

Ending: After wall 10: Step to R on RF and point R hand forward. You can also point towards someone else on the floor!

Have fun!