

# Y'all Keep Up

Count: 32

Wall: 4

Level: Improver

Choreographer: Step5678 (USA) - August 2020

Music: Keep Up - RaeLynn



**Intro: 24 Counts...Start On The Word...Gucci**  
**Restart On Wall 2 After 16 Counts....**

## **S1: Heel Switches, Heel-Hook-Heel-Step, Heel Switches, Heel-Hook-Heel-Step**

1&2& Touch R heel fwd (1), Step R next to L (&), Touch L heel fwd (2), Step L next to R (&)  
3&4& Touch R heel fwd (3), Hook R over L (&), Touch R heel fwd (4), Step R next to L (&)  
5&6& Touch L heel fwd (5), Step L next to R (&), Touch R heel fwd (6), Step R next to L (&)  
7&8& Touch L heel fwd (7), Hook L over R (&), Touch L heel fwd (8), Step L next to R (&)

## **S2: Syncopated Rock Fwd/ Recover Steps, ½ Left Pivot Turn, Stomp, Clap, Clap**

1-2& Rock R fwd (Press fwd if you want to) (1), Recover on L (2), Step R next to L (&)  
3-4& Rock L fwd (Press fwd if you want to) (3), Recover on R (4), Step L next to R (&)  
5-6 Step R fwd (5), Pivot ½ to left (weight on L) (6)  
7&8 Stomp R next to L (7), Clap (&), Clap (8)

**\*\*\*Restart Here On Wall 2\*\*\***

## **S3: Touch Out-In-Out, Behind-Side-Cross, Touch Out-In-Out, Behind-Side-Fwd**

1&2 Touch R toe out to right side (1), Touch R toe in (&), Touch R toe out to right side (2)  
3&4 Step R behind L (3), Step L to left side (&), Cross R over L (4)  
5&6 Touch L toe out to left side (5), Touch L toe in (&), Touch L toe out to left side (6)  
7&8 Step L behind R (7), Step R to right side (&), Step L fwd (8)

## **S4: Rock R Fwd/Recover, ¾ Right Triple Turn, Rock L Fwd/Recover, ½ Left Triple Turn**

1-2 Rock R fwd (1), Recover on L (2)  
3&4 Make a ½ right and step R fwd (3), Step L next to R(&), Turn a ¼ right and step R fwd(4)  
5-6 Rock L fwd (5), Recover on R (6)  
7&8 Make ¼ left and step L to left (7), Step R next to L (&), Make ¼ left and step L fwd (8)

**Ending: On Wall 11, Dance 16 Counts then add this to finish dance:**

&1 Stomp R fwd (&), Stomp L next to R (1)

**Let's Dance!!!**

**Contact: [keepstpn@aol.com](mailto:keepstpn@aol.com)**