

# Yeah!

**Count:** 32

**Wall:** 2

**Level:** Intermediate

**Choreographer:** Daan Geelen (NL) & Jeffrey Abcouwer

**Music:** Yeah! (feat. Lil Jon & Ludacris) - Usher



## **HIP HOP, TWIST ½, COASTER STEP, TWIST ON BALL FORWARD, KICKBALL TOUCH**

- 1 Jump slightly out
- & Hitch right knee up next to left
- 2 Jump slightly back landing feet crossed right over left
- 3 Twist heel right heel 1/8
- & Twist heel left back
- 3 Twist ½ left
- 4 Step left foot back
- & Step right foot next to left foot
- 5 Step left foot forward
- & Step right foot ¼ left
- 6 Cross left foot over right foot
- 7-8 Touch left foot to the left side

## **BODY ROLL ¼, TWIST ¼ 2X, MOONWALKS 4X**

- 1-2 Body roll ¼ right slide right next to left foot twist on the ball of your feet ¼ right
- & Twist back
- 3 Twist on ball of your feet ¼ right
- 4 Push slide step right foot back
- 6 Push slide step left foot back
- 7 Push slide step right foot ¼ back to the left
- 8 Push step left foot ¼ left forward

## **SWEEP ¾, STEP IN PLACE, GRAPEVINE CROSS, TURN ¼, CROSS, TOUCH**

- 1 Sweep ¾ left with right touch
- 2 Step right foot to the right side
- 3 Cross left foot behind right foot
- & Step right foot to the right side
- 4 Cross left foot over right foot
- & Touch right foot to the right diagonally twist heels right
- 5 Twist heel to the right diagonally
- & Twist back
- 6 Twist heel to the right diagonally
- 7 Kick right foot forward
- & Step right foot back on ball
- 8 Touch right to the right side

## **MONTEREY TURN ½, TOUCH, TURN ¾, KNEE BOUNCE 2X, HIP HOP FORWARD**

- 1 Turn ½ left, slide right foot in place
- 2 Touch right foot to the right
- & Step right foot in place
- 3 Touch left foot to the left side
- 4 Turn ¾ right slide left foot next to right
- 5 Bounce to the right diagonally
- & Bounce back
- 6 Bounce to the right diagonally

& Bounce back  
7 Jump right foot forward left foot back  
& Jump right foot in place hitch left knee  
8 Jump left foot forward right foot back

**REPEAT**

**RESTART**

Restart on the 4th wall after count 16

---