

Just Stompin'

Count: 32

Wall: 4

Level: Intermediate

Choreographer: Toni Leah Stevens (AUS), Debbie Doyle & Kelly Hinds (AUS)

Music: Stomp - Michael Peterson



RIGHT DIAGONAL TAPS, LEFT DIAGONAL TAPS, ROCK & CROSS

- 1&2 Tap ball of right slightly forward diagonally right, tap ball of right slightly further forward diagonally, stomp right slightly further forward diagonally
- 3&4 Tap ball of left slightly forward diagonally left, tap ball of left slightly further forward diagonally, stomp left slightly further forward diagonally
- 5&6 Rock back diagonally right on right, recover onto left, stomp right over left
- 7&8 Rock back diagonally left on left, recover onto right, stomp left over right

ROCK & STOMP, JUMPING JACKS, TAP STOMP, TOE STRUT, KICK

- 1&2 Rock to side on right, turning ¼ left step left on the spot, stomp right next to left*
- 3&4 Jump feet apart, jump together, jump feet apart
- 5&6 Tap ball of right next to left twice, stomp right to side
- 7& Turning ¼ left step ball of left on spot, bring heel down
- 8& Kick right forward twice

COASTER STEP, VINE-TURN, VINE, HEEL-HITCH

- 1&2 Step back on right, step left together, step forward on right
- 3&4 Step left to side, step right behind left, turning ¼ left step left forward
- 5&6 Step right to side, step left behind right, step right to side
- 7& Kick left forward diagonally left, bring left heel up to right knee
- 8& Kick left forward diagonally left, swing left behind diagonally right

TOE-HOOK, PIVOT, COASTER STEP, DIAGONAL BUMPS

- 1-2 Hook left foot around right calf, pivot ½ right on ball of right
- 3&4 Step back on left, step right together, step left forward
- 5&6 Step forward diagonally right on right bumping hips right-left-right
- 7&8 Step forward diagonally left on left bumping hips left-right-left

REPEAT

TAG

After the 3rd pattern, you should be facing the right wall. Start a new pattern completing only the first 10 beats, which brings you to the front with a stomp. At this point there is a break in the music, hold until the music restarts, then restart the pattern.