

# Hips Start Shakin'

Count: 0

Wall: 4

Level: Intermediate

Choreographer: M.T. Groove (UK)

Music: Dirty Dancing - Black Eyed Peas



Sequence: AB AAB AB AA A (1-16) B AB AB (continue B to home wall)

## PART A

### HIP WALKS RIGHT, LEFT, ROCK & CROSS, TURN ¼ TURN ¼ STEP, STEP PIVOT ¼

- 1-2 Use your hips and roll your knees out as you walk right, left  
3&4 Rock right to right side, recover left, cross right over left  
5&6 Make ¼ turn right as you step back left, make ¼ turn right step right to side, step forward left  
7-8 Step forward right, pivot ¼ turn left, (weight on left)

### FULL TURN (LEFT) POINT, TOUCH TOUCH, & CROSS UNWIND ½, SWIVELS ¼ TURN

- 1&2 Make a full turn traveling left stepping right, left, point right to right side, (you've completed a full turn)  
3-4 Touch right across and in front of left, touch right to right side  
&5-6 Step right in place, cross left over right, unwind ½ turn right  
7&8 Make a ¼ turn left swiveling heels right, left, right, (weight ends up on right)

### & ROCK RECOVER, HEELS TOES HEELS, SIDE ROCK HITCH CROSS, HOLD BACK BACK

- &1-2 Step left in place, rock forward right, recover left  
3&4 Step right heel next to left heel with toes pointing out, bring toes in - heels go out, move toes out so heels are together

### You travel slightly right with counts 3&4

- 5&6 Rock left to left side, hitch left knee as you recover right, cross left over right  
7&8 Hold for count 7, step back right, left

### LOOK RIGHT, LEFT, SAILOR ¼ TURN, BUMP BUMP, BODY ROLL SIT

- 1-2 Turn head to the right, turn head to the left  
3&4 Step left behind right, step right to right side as you ¼ turn left, step left to left side  
5-6 Bump hips to right twice  
7-8 Body roll to right side, as you finish your roll sit into your right hip

## PART B

### HIP BUMPS LEFT, RIGHT, LEFT, BALL STEP ¼ PIVOT

- 1&2 Bump hips left, right, left, (keep weight right)  
&3-4 Step on ball of left, step forward right pivot ¼ turn left  
5-16 Repeat counts 1-4 another 3 times

You will have completed a full turn