

# How's Your Mammy

**COPPER** **KNOB**  
STEPSHEETS

Compte: 64

Mur: 4

Niveau: Improver

Chorégraphe: Mike Hitchen (UK) - August 2016

Musique: Tuam Beat - Michael English



## #32 Count Intro on heavy beat

### S1: Side Together Forward Hold, Step lock Step Hold,

1-4 Step right to side, Step left together, Step right forward, Hold.

5-8 Step left forward, Lock right behind left, Step left forward, Hold.

### S2: Right Mambo Step Hold, Run Back LRL Hold.

1-4 Rock right forward, Recover to left, Step right back, Hold.

5-8 Run back LRL, Hold.

### S3: Right Sailor Step Hold, Left Sailor 1/4 Left, Hold.

1-4 Step right behind left, Step left to side, Step right to side, Hold.

5-8 Step left behind right, Step right back 1/4 turn left, step left forward, Hold.

### S4: kick Ball Change Hold, Step 1/2 Step Hold.

1-4 Kick right forward, Step on ball of right, Step left forward, Hold.

#### \*\*\*Restart 3: here wall 6

5-8 Step right forward, Pivot 1/2 turn left, Step right forward, Hold.

### S5: Side Shuffle Hold, Rock back Step To Side Hold.

1-4 Step left to side, Step right together, Step left to side, Hold.

5-8 Rock right behind left, Recover to left, Step right to side, Hold.

### S6: Coaster Step Hold, Step lock Step Hold.

1-4 Step left back, Step right together, Step left forward, Hold.

#### \*\*Restart 2: here Wall 4

5-8 Step right forward, Lock left behind right, Step right forward, Hold.

### S7: Mambo 1/2 Turn Hold, Side Together Forward hold.

1-4 Rock left forward, Recover to right, Step left 1/2 left, Hold

5-6 Step right to right side, Step left together, Step right forward, Hold.

### S8: Step lock Step Hold, Bump Hips RLRL.

1-4 Step left forward, Lock right behind left, Step left forward. Hold.

#### \*Restart 1: here Wall 2

5-8 Step right to side bumping hips RLRL.

#### \*\*\*3 Restarts

\*1st Restart wall 2 after 60 counts

\*\*2nd Restart wall 4 after 44 counts

\*\*\*3rd Restart Wall 6 after 28 counts

Contact: [mike.hitchen777@gmail.com](mailto:mike.hitchen777@gmail.com)