

# Barnyard Stomp (Keep It Freaky Baby!) COPPER KNOB STEPSHEETS

Compte: 32

Mur: 4

Niveau:



Chorégraphe: Peter Metelnick (UK)

Musique: Barnyard Stomp - The GrooveGrass Boyz

## "VINE TO THE LEFT & JUMP TO THE RIGHT, STOMP 3 TIMES, AND SPIN REAL TIGHT"

- 1&2 Step left foot to left side, cross right foot behind left, step left foot to left side  
&3-4 Jump right stepping right foot to right side, step left foot together, hold & clap  
5&6 Stomp right foot in place, stomp left foot in place, stomp right foot in place  
7&8 Spin around turning a full turn left leading with left foot, right foot together, step left forward completing turn

## "SCOOT TO THE FRONT, THEN SCOOT TO THE BACK, THEN SHUFFLE LIKE A TRAIN ON THE RAILROAD TRACK"

- 1-2 Hitching sight knee up scoot forward on left foot, repeat scoot forward  
3-4 Step right foot back turning ½ left, hitch left knee up and scoot forward on right foot  
5&6 Step left foot forward, step right foot together, step left foot forward  
7-8 Step right foot forward, step left foot together

## SYNCOPATED VINES & BARNYARD STOMPS

- 1&2 Step right foot to right side, cross step left foot behind right, step right foot to right side  
3&4 Stomp left foot together, stomp left foot again, kick left foot forward on left diagonal  
5&6 Step left foot to left side, cross step right foot behind left, step left foot to left side  
7&8 Stomp right foot together, stomp right foot again, kick right foot forward on right diagonal

## SYNCOPATED VINE RIGHT, HITCH'N TURN ¾ RIGHT, LEFT FORWARD SHUFFLE, STOMP IT 3X

- 1&2 Step right foot to right side, cross step left foot behind right, step right foot to right side  
&3 Hitch left knee up and start pivoting ¾ right on right foot, touch left toes to left side  
&4 Hitch left knee up and complete pivoting ¾ right on right foot, touch left toes to left side  
5&6 Step left foot forward, step right foot together, step left foot forward  
7&8 Stomp right foot forward, stomp left foot together, stomp right foot together

## REPEAT