

Gummed Up

拍数: 64 墙数: 2 级数: Intermediate
编舞者: Jan Wyllie (AUS)
音乐: Stuck On You - Elvis Presley



- 1-2-3-4 Step forward on right into a $\frac{1}{4}$ turn left, kick left to left side, step down on left, touch right beside left
- 5-6-7-8 Step right to right, kick left to left side, step down on left, touch right beside left
- &9-10 Making $\frac{1}{4}$ turn right (back to front) step forward on right, step forward on left, hold
11-12 Pivot $\frac{1}{4}$ turn right keeping weight evenly distributed (feet end up apart), hold
& Twist heels to face the right diagonal
13-14-15-16 Tap right heel up and down 4 times. For extra styling lean body to the left as you tap
- 16-18-19-20 Bump hips twice to the right then twice to the left
21-22-23-24 Grind hips right, left, right, left (move them in a circular motion)
- 25-26 Step right toe across left foot, drop right heel to ground (toe strut)
27-28 Step left toe back, drop left toe to ground (toe strut)
29-30 Step right to right, hold (weight is evenly distributed)
31 Turn left knee inwards taking weight on right (Elvis knee)
32 Take weight on left knee and straighten it as you turn your right knee inwards (Elvis knee)
- 33&34 Shuffle to the right side right, left, right
35-36 Rock/step left back behind right, rock weight to right
37-38-39-40 Toe strut left to left, toe strut right across in front of left
- 41&42 Shuffle to the left left, right, left
43-44 Rock/step right back behind right, rock weight to left
45-46-47-48 Toe strut right to right, toe strut left across in front of right
- 49-50-51-52 Rock/step right to right, making $\frac{1}{4}$ turn left step forward on left, step forward on right, hold
53-54-55-56 Step forward on left, pivot $\frac{1}{2}$ turn right transferring weight to right, step forward on left, hold
- 57-57-59-60 Toe strut forward right, left, - click fingers of both hands in front, shoulder height, with each strut
61-62-63-64 Toe strut forward right, left ? click fingers of both hands in front, shoulder height, with each strut

REPEAT
