# We About To Turn It Up

Level: Intermediate

Choreographer: John Huffman (USA) & Lynn Luccisano (USA) - September 2018 Music: What Y'All Came To Do (feat. John Legend) - Aretha Franklin : (Single - iTunes)

Thank you to Stephanie Eddings for the passion & inspiration for a dance to this track

## No Tags OR Restarts

**Count: 32** 

(24 CT VERBAL INTRO) then 32 CT MUSICAL INTRO, STYLIZE THIS PART WITH SKATES OR CLAPS

## Step R fwd swivel heel out, in, Step L fwd, swivel heel out, in, R heel, toe, shuffle fwd R L R.

- 1&2 Step R fwd, swivel R heel out & back in taking weight
- 3&4 Step L fwd, swivel L heel out & back in taking weight
- 5-6 Touch R heel fwd, touch R toe back
- Shuffle fwd R L R 12:00 7&8

## Step L fwd, hold, R ball step 1/4 turn R, weave L over R

- 1-2 Step L fwd, hold
- &3-4 Step ball of R next to L, Step L fwd making 1/4 turn R taking weight to R
- 5-6 (Weave) Cross L over R, step R to side
- Step L behind R, step R to side 3:00 7-8

## Body roll left diagonal, body roll right diagonal, hip roll clockwise R to L

- 1-2 Roll head, chest & shoulders to L diagonal taking weight on L,
- 3-4 Roll head, chest & shoulders to R diagonal weight on R
- 5-6-7-8 Roll hips around clockwise R to L

# \*stylize: with counts 1-4: use arms as if pulling taffy apart on each diagonal!

#### counts 5-8: bounce hips double time around-5&6&7&8 - 3:00

#### R Sailor step, 1/2 turn L sailor step, skates with touches R L R L

- 1&2 Step R behind L, step L to L side, step R to R side
- 3&4 Step L behind right, make 1/2 turn L stepping on R, step on L - 9:00
- 5&6& Skate diagonal R, touch L, skate diagonal L, touch R
- 7&8 Skate diagonal R, touch L, skate diagonal L

# \*variation to counts 5-8- apple jacks or (slow step touches) Step R, touch L, step L, touch R

\*The dance ends on count 32 @6:00, do a rock recover ½ turn R to the front wall if you want. Get funky wit it!

Contacts: -John Huffman: jthuffman62@yahoo.com Lynn Luccisano: cheralike13@aol.com Stephanie Eddings: eddingss@bellsouth.net





Wall: 4