

# Problems

**Count:** 32

**Wall:** 4

**Level:** Intermediate

**Choreographer:** Betty Alart (FR), Nadja van den Eeden (NL) & Roy Verdonk (NL) - May 2020

**Music:** Problems - Bryce Vine



**Intro :** around 2 sec into music on the word "problems"

**S1: Modified Weave, 1/4 Turn L, Forward L, 1/2 Turn L, Back R, Shuffle With 1/2 Turn L**

- 1-2& RF step right, LF cross behind RF, RF step right (&)
- 3&4 LF cross in front of RF, RF step right (&), LF touch next to RF
- 5-6 make 1/4 turn left stepping LF forward (09.00), make 1/2 turn left stepping RF back (03.00)
- 7&8 make 1/4 turn left stepping LF left (12.00), RF step together (&), make 1/4 turn left stepping LF forward (09.00)

**S2: Walks Forward (R, L), Mambo Forward, Back R With Pose, Sweep With 1/4 Turn L, Together, Out/Out , Heel Bounce**

- 1-2 RF step forward, LF step forward
- 3&4 RF rock forward, recover onto LF (&), RF back on bended knee
- 5-6 make 1/4 turn left sweeping RF from back to front (06.00), RF step together
- &7&8 LF step left (&), RF step right, BF heels up(&), BF heels down (weight ending on LF )

**S3: Sailor R, Sailor L, Forward R, 1/2 Turn L, Forward L, Skate R/L**

- 1&2 RF cross behind LF, LF step left (&), RF step right
- 3&4 LF cross behind RF, RF step right (&), LF step left
- 5-6 RF step forward, make 1/2 turn left stepping LF forward (12.00)
- 7-8 RF skate forward on right diagonal, LF skate forward on left diagonal

**S4: Rock/ Recover With Sweep 1/4 Turn R, Sailor R, Touch Forward L With Hip Bump, Out/ Out/ Ball/ Cross**

- 1-2 RF rock in front of LF, recover onto LF whilst making 1/4 turn right sweeping RF from front to back (03.00)
- 3&4 RF cross behind LF, LF step left (&), RF step right and slightly forward
- 5-6 LF touch toes forward bumping hip forward, LF step forward
- &7&8 RF step right (&), LF step left, RF step together (&), LF cross in front of RF

**(Finish : at end of song, make instead of 1/4 turn right with sweep and Sailor step, 3/4 turn right with sweep and Sailor step and end facing 12.00)**