

Charleston Bump (aka Trashy Women)

(P)

COPPERKNOB
STEPSHEETS

Count: 28

Wall: 0

Level: Partner

Choreographer: Bill "Peanut" Rice (USA)

Music: If Bubba Can Dance - Shenandoah



Position: Couples face forward LOD with man on the inside and hold 'inside' hands (lady's left hand in the man's right hand). This is an opposite-feet couples' dance.

For the first steps below, the man on the inner circle uses his outside (left) foot while the lady on the outer circle uses her outside (right) foot....And Gentlemen! Be sure to bump with your lady in a GENTLEMAN-LIKE way! If you don't know your partner personally, the hip bumps to the inside DO NOT HAVE TO touch.

BUMP HIPS TOGETHER TWICE AND THEN TWICE OUTSIDE:

1-4 Bump hips together twice, bump hips to outside twice

BUMP HIPS ONCE TOGETHER AND OUTSIDE:

5-6 Bump hips together, then bump hips to outside

PIVOT TURN TO THE OUTSIDE TWICE:

7 Let go of hands and step forward with inside foot.

8 Then pivot to the outside with a ½ turn and moving weight back to outside foot ending up facing RLOD.

9 Step forward with the outside foot,

10 Then pivot to the outside ½ turn and moving weight back to the inside foot ending up facing LOD.

JOIN HANDS AND DO 3 FORWARD SHUFFLES:

(Starting with Inside Foot, Shuffle forward 3 times.)

11&12 Rejoin inside hands and shuffle forward (inside, outside, inside)

13&14 Shuffle forward (outside, inside, outside)

15&16 Shuffle forward (inside, outside, inside)

FACING IN, GRAPEVINE FORWARD LOD THEN ¼ AND KICK:

17-20 Turning to face each other, step to side (forward LOD). Step other foot behind forward-LOD-foot. Step to side (forward LOD). Turn ¼ turn to face forward LOD and kick inside foot

BACK STEPS AND STOMP:

21-24 Step back inside foot, outside foot, inside foot. Stomp outside foot

TOE TOUCHES IN FRONT AND REAR:

25-28 Touch outside foot with partner's outside foot in front. Stomp outside foot beside inside foot, touch outside foot with partner's outside foot to the rear, stomp outside foot beside inside foot

REPEAT