# Get Up Offa That Thing



Compte: 32 **Mur:** 4 Niveau: Intermediate - Funky Chorégraphe: Daniel Trepat (NL) & Pim van Grootel (NL) - August 2009 Musique: Get Up Offa That Thing - James Brown : (Album: Robot Soundtrack)



#### Intro: Dance starts after James Brown yell (4 counts)

1	RF Kick forward
&	RF Close next to LF
2	Push both knees out
&	Knees back
3	LF Kick forward
&	LF Close next to RF
4	Push both knees out
5	R heel out and L toes in
6	L heel in and R toes out
7	R heel out and L toes in
&	L heel in and R toes out
8	R heel out and L toes in
Step with	h knee actions and hitch, running man steps
1	RF Step to side and bend your knees and push them to the outside
&	Knees back in place
2	LF Hitch
3	LF Step to side and bend your knees and push them to the outside
&	Knees back in place
4	RF Hitch
5	Jump (RF forward and LF back)
&	Jump (RF in the middle and hitch L)
6	Jump (LF forward and RF back)
&	Jump (LF in the middle and hitch R)
7	Jump (RF forward and LF back)
&	Jump (RF in the middle and hitch L)
8	Jump (LF forward and RF back)
&	Jump (LF in the middle and hitch R)
Step, he	el, Step, heel, weight changes while stomping a ¼ turn left
1	RF Step to right side
2	LF Heel to left side and push hip back
3	LF Step to left side
4	RF Heel to right side and push hip back
5	RF Stomp to right side
&	LF Recover weight
6	RF 1/8 turn left and stomp to right side
&	LF Recover weight
7	RF Stomp to right side
&	LF Recover weight
8	RF 1/8 turn left and stomp to right side

# Toe, heel, toe, heel toe, Drag RF, camel walk

&	LF Toe out
1	LF Heel out
&	LF Toe out
2	LF Heel out
&	LF Toe out
3	RF Start dragging towards LF
4	RF Finish dragging RF (weight stays on LF
5	RF Step a small step forward, popping left knee forward
6	LF Step a small step forward, popping right knee forward
7	RF Step a small step forward, popping left knee forward
8	LF Step a small step forward, popping right knee forward

## Start again

## Tag in the 9th wall after 16 counts

- 1 Look back (turn head over right shoulder)
- 2 Look forward

Tag comes back after the 10th wall

HAVE FUN