

# Hey Baby

Compte: 32

Mur: 4

Niveau: Improver

Chorégraphe: Lewis Lee (CAN) & Emily Woo (CAN)

Musique: Hey Baby - Swing Brother



## TOE STRUTS FORWARD (SNAP FINGERS), HITCH, ROCK, RECOVER, SIDE (TWICE)

&1 Touch right forward, drop right heel

**Snap fingers at the right of waist**

&2 Touch left toe forward, drop left heel

**Snap fingers at the left of waist**

&3&4 Repeat &1&2

&5&6 Hitch right knee up, rock right back, recover to left, step right to side

&7&8 Hitch left knee up, rock left back, recover to right, step left to side

## STEP, ½ STEP (TWICE), VINE AND SCUFF (TWICE)

1&2 Step right forward, turn ½ left (weight on left), step right forward (6:00)

3&4 Step left forward, turn ½ right (weight on right), step left forward (12:00)

5&6& Step right to side, step left behind right, step right to side, scuff left forward

7&8& Step left to side, step right behind left, step left to side, scuff right forward

## SHUFFLE BACK, TOUCH, SHUFFLE FORWARD, TOUCH, STEP, ¼, STEP, SIDE ROCK, STEP

1&2& Step right back, step left beside right, step right back, touch left across right

3&4& Step left forward, step right beside left, step left forward, touch right beside left

5&6 Step right forward, turn ¼ left (weight to left), step right forward

7&8 Rock left to side, recover on right, step left forward

## TOE STRUTS FORWARD, (HAND WAVE & SNAP FINGERS), RIGHT STEP SIDE WITH HIP BUMPS

&1 Touch right toe forward, drop right heel

**With arms swing over head side right and snap fingers**

&2 Touch left toe forward, drop left heel

**With arms swing over head side left and snap fingers**

&3&4 Repeat &1&2

5-6 Step right to side right, hold

**Bump hips right, left, right on 5&6, ending with weight on right**

7-8 Hold, hold

**Bump hips left, right, left on 7&8, ending with weight on left**

## REPEAT

## ENDING

Start wall 7 and dance to count 28& (facing 3:00). For count (29 & 30), turn ¼ left to face the front, right step side right and bump hips (right, left, right) end weight on right with pose