

Y.A.W.E.E. (YES AGAIN WITH ENERGETIC ELBOWS)

LINEDANCE.COM

Count: 32 **Wall:** 4 **Level:** —

Choreographer: Pchi

Music: Don't You Throw That Mojo On Me by Wynonna

You Actually Want Energetic Elbows?

JUMP CROSS, HEEL SWIVEL, KICK, HEEL SWIVEL, ELBOWS

- 1-2 Jump right foot across left, jump feet back to center keeping hip width apart
- &3 Swivel heels right, place back to center
- &4 Kick right foot, place back to center keeping hip width apart
- &5 Swivel heels right, make $\frac{1}{4}$ turn right (right foot should be in front of left)
- 6 Bring left foot beside right (feet should be together)
- 7 Bring right elbow up (side) in line with shoulder (bring back to side)
- 8 Bring left elbow up (side) in line with shoulder (bring back to side)

KNEE BENDS, BODY ROLL, JUMP CROSSES AND BODY ROLLS

- 9 Raise heels bend knees (out) with right arm in front of body, bending elbow
- & Bring everything back to center, straightening arm
- 10&11 Repeat steps 9&10
- 12 Body roll up from knees to head
- &13 Jump right foot across left, jump feet back to center keeping hip width apart
- 14 Body roll up from knees to head
- &15-16 Repeat steps &13-14 crossing left foot in front of right

If you don't like body rolls "pause" or use the beat for anything you like.

TRIPLE STEPS, KICKS, UNWIND A FULL TURN

- 17&18 Triple step forward right, left, right
- 19&20 Triple step back left, right, left

17-20, keep on the balls of your feet, to help with speed when dancing to faster tracks

21& Keep all body parts facing front kick right foot out to right side, replace to center

22-23 Keep all body parts facing front kick left foot out to left side, cross left over right

22-23 should be more a circular motion

24 Unwind a full turn (ending with weight on left foot)

ROLLING GRAPEVINES WITH A KICK BALL TOUCH

25-26 Make a half turn right stepping on to right, make a half turn right stepping on to left

27&28 Kick right foot front, replace to center, touch left foot beside right

29-32 Repeat steps 25-28 to the left

REPEAT