

Shiki Boom Boom

LINEDANCE.COM

Count: 48

Wall: 4

Level: Beginner / Improver - Samba rhythm

Choreographer: Ira Weisburd (USA) Jan 2015

Music: Shiki Boom Boom by Jody Bernal feat. Baychev

Intro: 24 counts - Start on vocal at 16 secs. No Tags !!! No Restarts !!!

PART I. (R SAMBA BOTA FOGO, L SAMBA BOTA FOGO, R WEAVE, R SAMBA BOTA FOGO)

- 1&2** Step R across L, Step ball of L to L, Step R in place
- 3&4** Step L across R, Step ball of R to R, Step L in place
- 5&6&** Step R across L, Step L to L, Step R behind L, Step L to L
- 7&8** Step R across L, Step ball of L to L, Step R in place

PART II. (L SAMBA BOTA FOGO, R SAMBA BOTA FOGO, VOLTA 5/8 TURN L)

- 1&2** Step L across R, Step ball of R to R, Step L in place
- 3&4** Step R across L, Step ball of L to L, Step R in place
- 5&6&7&8** Buzz 5/8 Turn L (L, R, L, R, L, R, L) to face 4:30

PART III. (WALK 2 STEPS FORWARD, ROLL HIPS CW, WALK 2 STEPS BACK, SAILOR 1/4 R TURN)

- 1-2** Step R forward, Step L forward
- 3&4** Roll hips in clockwise direction twice (with attitude)
- 5-6** Step R back, Step L back
- 7&8** Step R behind L, Step L to L, Make 1/4 Turn R onto R to face 7:30

PART IV. (WALK 2 STEPS FORWARD, ROLL HIPS CCW, WALK 2 STEPS BACK, SAILOR 1/8 L TURN)

- 1-2** Step L forward, Step R forward
- 3&4** Roll hips in counterclockwise direction twice (with attitude)
- 5-6** Step L back, Step R back
- 7&8** Step L behind R, Step R to R, Make 1/8 Turn L onto L to face 6:00

PART V. (FORWARD LOCK STEP, FORWARD LOCK STEP, FORWARD RECOVER, TRIPLE HALF TURN R)

- 1&2** Step R forward, Step L behind R, Step R forward
- 3&4** Step L forward, Step R behind L, Step L forward
- 5-6** Step R forward, Recover back onto L
- 7&8** Make triple half turn to R to face 12:00

PART VI. (FORWARD LOCK STEP, FORWARD LOCK STEP, VOLTA 3/4 TURN L)

- 1&2** Step L forward, Step R behind L, Step L forward
- 3&4** Step R forward, Step L behind R, Step R forward
- 5&6&7&8** Buzz Turn L (L, R, L, R, L, R, L) to face 3:00

REPEAT DANCE.

Contact - Email: dancewithira@comcast.net