# SHUT UP 

Choreography by Silvia Denise Staiti \& Gianmarco Johnny Rossato
Description: Level Intermediate / Phrased (A+B) / 2 Walls / 2 Tags
Music: "Dance for the hell of it" by LOVA
***The given directions and clock reference are referred to the $1^{\text {st }}$ wall

## PART A (32 counts)

$1^{\text {ST }}$ SECTION I SIDE SHUFFLE, FULL TURN, ROCK BACK, STOMP, STOMP
1 \&2 Open $L$ to $L$ side - Close $R$ beside $L$ - Open $L$ to $L$ side
3-4 $\quad 1 / 2$ Turn $R$ stepping $R$ fwd $-1 / 2$ Turn $R$ stepping $L$ back
5-6 Rock step $R$ back - Recover weight on $L$
7-8 Stomp R fwd - Stomp L fwd
$2^{\text {ND }}$ SECTION I STEP, HOOK, HEEL, FLICK, STOMP, SWIVEL, HEEL STAND
1\&2 Step R fwd - Hook L behind R (Slap with R hand) - Recover \& Heel touch R fwd
3-4 Flick $R$ to $R$ side (Slap with $R$ hand) - Stomp Up $R$ fwd
5-6 Swivel $R$ point to $R$ side - Recover
7-8 Heel Stand R - Recover
$3^{\text {RD }}$ SECTION I SIDE SHUFFLE (X2), STEP, SLIDE, STEP, SCUFF
1\&2 Open $R$ to $R$ side - Close $L$ beside $R$ - Open $R$ to $R$ side
$3 \& 4$ (Turn $1 / 4 L$ - to h.9.00) Open $L$ to $L$ side - Close $R$ beside $L$ - Open $L$ to $L$ side
5-6 (Turn $1 / 4 L$ - to h.6.00) Long Step R to diagonal R - Slide L beside R
7-8 Long Step L to diagonal L-Scuff R fwd
$4^{\text {TH }}$ SECTION I JAZZ-BOX TURN, TOUCH, STEP, KICK, STOMP-UP
1-2 Cross R over L - Step L back (turning $1 / 4 \mathrm{R}$ - to h.9.00)
3-4 Step R fwd (turning $1 / 4 R$ - to h. 12.00) - Step L fwd
5-6 Touch Point R fwd - Step R fwd
7-8 Kick L fwd - Stomp up L beside $R$
PART B (32 counts)
$1^{\text {sT }}$ SECTION I STOMP, HOLD, 3/4 TURN, STEP, POINT (X2), KICK (X2)
1-2 (Turning $1 / 4 \mathrm{R}$ to h.3.00) Stomp R fwd - Hold
3-4 Turn $1 / 4 \mathrm{R}$ to h .6 .00 stepping L back - Turn $1 / 2 \mathrm{R}$ to h .12 .00 stepping R fwd
\&5-6 Step L fwd - Touch point R back (twice)
7-8 (Turning $1 / 4 L$ to h.9.00) Kick Lfwd - (Turning $1 / 4 L$ to h.6.00) Kick R fwd
$2^{\text {ND }}$ SECTION I STEP, POINT (X2), KICK, JUMP, STOMP, SWIVET (X2)
\&1-2 Step R fwd - Touch point L back (twice)
3\&4 Recover weight on L \& Kick R fwd - Jump with both feet - Stomp both feet
5-6 On the ball of $L$ foot and heel of $R$ foot, Swivel $L$ heel to the $L$ and $R$ toes to the $R$ - Recover
7-8 On the ball of $L$ foot and heel of $R$ foot, Swivel $L$ heel to the $L$ and $R$ toes to the $R$ - Recover
3RD SECTION I HEEL, RECOVER, HEEL, RECOVER, CROSS, FLICK, SHUFFLE
1-2 Heel touch R fwd - Recover
3-4 Heel touch L fwd - Recover
5-6 Cross R over L - Flick L to L side (turning your body to diagonal R \& Slap with L hand)
7\&8 Shuffle L fwd diagonal $R$ direction
$4^{\text {TH }}$ SECTION I HALF TURN, HOOK, SHUFFLE, SIDE ROCK, ROCK BACK
1-2 Turn $1 / 2 L$ to the opposite diagonal stepping $R$ back - Turn $1 / 2 L$ to the original diagonal doing a Hook with $L$ foot cross over $R$
3\&4 Shuffle L fwd diagonal direction
5-6 (Facing to h.6.00) Rock Step $R$ to $R$ side - Recover weight on $L$
7-8 Rock Step $R$ back - Recover weight on $L$
TAG 1 (8 counts)
$1^{\text {sT }}$ SECTION I OPEN, HOLD, OPEN, HOLD, HIP ROLL (X2)
1-2 Open $R$ to $R$ diagonal side with a big rounded step - Hold
3-4 Open $L$ to $L$ diagonal side with a big rounded step - Hold
5-6 Roll your hips with a circling movement from $R$ to $L$ in 2 counts
7-8 Roll your hips with a circling movement from $R$ to $L$ in 2 counts
TAG 2 (16 counts)
$1^{\text {sT }}$ SECTION I STOMP, HOLD, $3 / 4$ TURN, STEP, POINT (X2), KICK (X2)
1-2 (Turning $1 / 4 \mathrm{R}$ to h.3.00) Stomp R fwd - Hold
3-4 Hold - Hold
5-6 Turn $1 \not / 4 \mathrm{R}$ to h .6 .00 stepping L back - Turn $1 / 2 \mathrm{R}$ to h .12 .00 stepping R fwd
7-8 Hold - Hold
$2^{\text {ND }}$ SECTION I STEP, POINT (X2), KICK, JUMP, STOMP, SWIVET (X2)
\&1-2 Step L fwd - Touch point R back (twice)
3\&4 Recover weight on R \& Kick L fwd - Jump with both feet - Stomp both feet
5-6 On the ball of $L$ foot and heel of $R$ foot, Swivel $L$ heel to the $L$ and $R$ toes to the $R$ - Recover
7-8 On the ball of $L$ foot and heel of $R$ foot, Swivel $L$ heel to the $L$ and $R$ toes to the $R$ - Recover

