



# Wham Bam

<b>Sect: 1</b>	<b>Stomp R, hold, stomp L, hold, Jazz box with hook &amp; slap</b>
1-2	Stomp right, hold
3-4	Stomp left, hold
5-6	Cross right over left, step back left
7-8	Step right to side, hook left behind & slap left foot with right hand
<b>Sect: 2</b>	<b>Vine L, scuff, step-lock-step fwd, stomp</b>
1-2	Step left to left, cross right behind left
3-4	Step left to left, scuff right
5-6	Step right fwd, lock left behind
7-8	Step right fwd, stomp left beside
<b>Sect: 3</b>	<b>Swivel L ( toe,heel,toe ) out, stomp R, Monterey ½ turn R</b>
1-2	Swivel left toe out, swivel left heel out
3-4	Swivel left toe out, stomp right beside
5-6	Point right to right, turn ½ right & step right beside left
7-8	Point left to left, step left beside right
<b>Sect: 4</b>	<b>Monterey ½ turn R, kick, stomp, flick, stomp</b>
1-2	Point right to right, turn ½ right & step right beside left
3-4	Point left to left, step left beside right
5-6	Kick right fwd, stomp right beside left
7-8	Flick right back, stomp right beside left
<b>Sect: 5</b>	<b>Step R fwd, hook L, step back, hook R, step-lock-step, hook L</b>
1-2	Step right fwd, hook left behind
3-4	Step left back, hook right over left
5-6	Step right fwd, lock left behind
7-8	Step right fwd, hook left behind
<b>Sect: 6</b>	<b>Step back, hook, step fwd, hook, step-lock-step back, hold</b>
1-2	Step left back, hook right over left
3-4	Step right fwd, hook left behind
5-6	Step left back, lock right over left
7-8	Step left back, hold
<b>Sect: 7</b>	<b>Stomp R, hold, stomp L, hold, jazz box ¼ turn R</b>
1-2	Stomp right, hold
3-4	Stomp left, hold
5-6	Cross right over left, step back left
7-8	Turn ¼ right and step right fwd, stomp left beside right
<b>Sect: 8</b>	<b>Rock, recover, cross, hold ( R &amp; L )</b>
1-2	Rock right side, recover left
3-4	Cross right over left, hold
5-6	Rock left side, recover right
7-8	Cross left over right, hold
<b>Sect: 9</b>	<b>Heel switches R &amp; L</b>
1-2	Touch right heel fwd, step right beside left
3-4	Touch left heel fwd, step left beside right