

# CHICK-A-BOOM

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Record: **CHICK-A-BOOM** Collectable 4230 or Eric 6108, Daddy Dewdrop

Footwork: Opposite unless noted

Speed: 46

Rhythm: Two Step Phase: II+1 (Fishtail)

Time: 2:40

Sequence: **INTRO - ABC - ABC - D - BCC - END**

Date: **8 - 94**

## INTRO

**1 - 2** WAIT 1; QUICK APART POINT TOG TOUCH;  
Wait 1 meas; Bk L, pnt R, tog R, tch L; SCP LOD

### A

**1 - 4** 2 FORWARD TWO STEPS;; TWIRL 2; WALK PICKUP;  
Fwd L, Cl R, Fwd L,-; Fwd R, Cl L, Fwd R to fc,-; Sd L,-, XRib,-( W twirl RF R,-, L,-); Fwd L  
LOD,-, Fwd R CP LOD,-;

**5 - 8** 2 FORWARD TWO STEPS to fc WALL;; TWIRL 3 and TOUCH; REV TWIRL to SCP;  
Fwd L, Cl R, Fwd L,-; Fwd R, Cl L, Fwd R to fc WALL,-; Sd L, XRib, Sd L, Tch R(Twirl RF  
R,L,R,L); Sd R, XLib, Sd R, Tch L SCP LOD(W Twirl LF L, R, L, Tch R);

### B

**1 - 4** 2 FORWARD TWO STEPS;; TWIRL 2; WALK PICKUP;  
Repeat A meas 1 - 4,;;;

**5 - 8** PROGRESSIVE SCISSORS to SCAR and BJO;; FISHTAIL; WALK and FACE WALL;  
Sd L, Cl R, XLif SCAR DW,-; Sd R, Cl L, XRIF BJO DC,-; XLib, Sd R, Fwd L, Lk R; Fwd L,-,  
Fwd R fc WALL,-;

### C

**1 - 4** SKATE L & R; SIDE TWO STEP; SKATE R & L; SIDE TWO STEP;  
Sd L, draw R, Sd R, draw L; Sd L, Cl R, Sd L,-; Sd R, draw L, Sd L, draw R; Sd R, Cl L,  
Sd R SCP LOD,-;

**4 - 8** BK AWAY 3 & KICK; BK AWAY 3 & KICK; SLO STRUT TOG 4;;  
Bk L, Bk R, Bk L, kick R; Bk R, Bk L, Bk R, kick L; Fwd L,-, Fwd R,-; Fwd L,-, Fwd R SCP LOD,-;  
**2nd, 3rd, 4th CP WALL**

### D

**1 - 4** BROKEN BOX::::  
Sd L, Cl R, Fwd L,-; Rk fwd R,-, Rec L,-; Sd R, Cl L, Bk R,-; Rk Bk L,-, Rec R,-;

**5 - 8** WALK 2 to OPEN; HITCH 6 to FACE;; VINE 4 to SCP;  
Fwd L to LOD,-, Fwd R,-; Fwd L, Cl R, Bk L,-; Bk R, Cl L, Fwd R to fc,-; Sd L, XRIB, Sd L, XRIF;  
SCP LOD

## END

**1 - 4** TWIRL 3 and TOUCH; REV TWIRL to SCP; 2 FORWARD TWO STEPS;;  
Sd L, XRib, Sd L, Tch R(Twirl RF R,L,R,L); Sd R, XLib, Sd R, Tch L SCP LOD(W Twirl LF L, R, L,  
Tch R); Fwd L, Cl R, Fwd L,-; Fwd R, Cl L, Fwd R,-;

**5 - 6** WALK 2; APART POINT;  
Fwd L,-, Fwd R,-; Apart L,-, Point R,-;

## CHICK-A-BOOM

## QUICK CUES

SEQUENCE INTRO - ABC - ABC - D - BCC - END

**INTRO** WAIT 1; QUICK APART POINT TOG TOUCH;

**A** 2 FORWARD TWO STEPS;; TWIRL 2; WALK PICKUP;  
2 FORWARD TWO STEPS to fc WALL;; TWIRL 3 and TOUCH; REV TWIRL to SCP;

**B** 2 FORWARD TWO STEPS;; TWIRL 2; WALK PICKUP;  
PROGRESSIVE SCISSORS to SCAR and BJO;; FISHTAIL;  
WALK and FACE WALL;

**C** SKATE L & R; SIDE TWO STEP; SKATE R & L; SIDE TWO STEP;  
BK AWAY 3 & KICK; BK AWAY 3 & KICK; SLO STRUT TOG 4;;  
2nd, 3rd, 4th CP WALL

Repeat ABC

**D** BROKEN BOX;;;;  
WALK 2 to OPEN; HITCH 6 to FACE;; VINE 4 to SCP;

Repeat B

Repeat C

Repeat C

**END** TWIRL 3 and TOUCH; REV TWIRL to SCP; 2 FORWARD TWO STEPS;;  
WALK 2; APART POINT;