Longer Center Exercise for Advanced 18+ at a professional studio:

Name and music of artist: "No Diggity" by Tyler Ward

Combo begins at: 0:29

Meter: 4/4

Type of exercise: Center exercise **Starting position:** CS, Facing DS

Measures	Counts	Movement	Head and Arms	Miscellaneous
1	123/4	hl drg - R / clap	H: frt, A: NA, clap on 4	REM: levels on hl drg IM: drawing a ½ circle with your heel
2	5&a6 / & / a / <u>7 8</u>	pd- R / hd - L / hd - R / sto - L x2	H: frt , A: NA	
3	1 & 2 / 3 4	sh st - L / hd - L x2 AST drg - R	H: frt , A: NA	
4	5/6/7&8	<u>sl -R</u> / hd - R / sh bop - R	H: frt , A: NA	*Options will be given for sh bp Alt: sl - R on 6 / dig - R st - L on 7 8
5	&1/&/2/&3/&4	sp st - R / hd - L / hd - R / sp st - L / hd - R / hd - L	H: frt , A: NA	
6	& 5 & 6 & 7 8	sh st rt - R	H: spt , A: NA	

7	&1/ & / a / 2 / &3 / & / a / 4	sp st - R / st - L / hd - L / hd - R / sp st - L / st - R / hd - R / hd - L	H: frt , A: NA	IM: swinging side to side like a pendulum
8	&5 / &6 / &7 / &8	st st - RL / st st - RL / dbl ch - RL / dbl ch - RL	H: frt , A: NA	
9-10	& 1 &2 <u>3</u> / &4 &5 <u>6</u> / &7 / &8	trvl step - R / trvl step - R / bc x frt - RL / bc x bk - RL	H: frt , A: NA	Sequence travels SR Accent on the scuff
11-12	&1 &2 / &3 / &4 &5 / 6& / 7& / 8	rt - R / bc x bk - RL / rt - R / htd - R / htd - L / sto - R	H: spt (&1-5), frt (6-8) A: NA	*Option will be given to not turn the rt's and do them facing front
13-14	1/&a/2/&3/4/ &a/5/&6/7&/8	<u>td - L</u> / sh - R/ hd - L /tt x2 - R / <u>td - L</u> / sh - R/ hd - L / tt x2 - R / sh - R / tt - R	H: frt , A: NA	
15-16	1&/2/&3/4&/5/ &6/7/&8	tt x2 - R / hd - L / fl - R / tt x2 - R / hd - L / fl - R / tt - R / fl - R	H: frt , A: NA	

Abbreviation/Description Key:

A = arms

AST = at the same time

bc = ball change = step step

 $\mathbf{bc} \times \mathbf{bk} = \text{ball change crossing back} = (\text{st -R side, st - L behind R})$

bc x **frt** = ball change crossing front = (st -R side, st - L in front of R)

 $\mathbf{bk} = \mathbf{back}$

CS = centerstage

dbl ch = double chug = feet chug (lift heels, slide forward, and drop heels into floor) separated (ch - R ch - L)

drg = drag = top of toe drags on the floor as ankle drags out

DS = downstage

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\mathbf{fl} = \text{flap} = \text{brush step}
frt = front
\mathbf{H} = \text{head}
hd = heel drop = hit your heel against the floor
hl drg = heel drag = heel drags on floor to make a half circle while standing leg is in plié
htd = heel toe drop = dig heel into floor and drop the toe
IM = imagery
L = left
NA = natural arms = dancer's choice/style, natural use/opposition of the arms and upper body
pd = paradiddle = dig spank step heel
\mathbf{R} = \text{right}
REM = reminder
rt = rhythm turn = hd, hd, td, td turning over L shoulder (hd - R, hd - L, td - R, td - L)
scf = scuff = scuff your foot forward and hit the back edge of the heel tap as the foot swings
\mathbf{sh} = \text{shuffle} = \text{brush spank}
sh bop = shiggy bop = with your weight on one foot, scuff that foot forward, dig heel into floor, and step on back foot
(scf - R, heel dig - R, st - L)
sh st = shuffle step = brush spank step
sh st rt = rhythm turn with shuffle step = sh, st, hd, hd, td, td turning over L shoulder (sh - R, st - R, hd - R, hd - L, td - R, td - L)
sl = slap = ball of foot 'slaps' onto floor and takes weight (basically a step with a little flare and pop of the ankle)
sp st = spank step = swing the foot back hitting only the ball tap and step on it
spt = spotting (head)
SR = stage right
st = step = lift the foot and place the ball of the foot on the floor with weight on it
st st = step step = stepping R / L (\& / 1) with almost straight legs
sta = stamp = put your foot down flat against the floor with your weight on it
sto = stomp = lift the foot and place it flat against the floor with no weight on it
td = toe drop = lift the toe keeping the heel on the floor and drop the toe to the floor
trvl step = hd - L / sta - R / sp st - L / scf - R (& / 1 / \&2 / 3) traveling SR
tt = toe tip = lift the foot all the way off the floor and hit the very front edge of the toe on the floor
\mathbf{x} = \text{crossing}
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