

# Cinderella Snapped

COPPER KNOB  
STEPSHEETS

Count: 64

Wand: 2

Ebene: Intermediate

Choreograf/in: Victoria Rogers (CAN)

Musik: Cinderella Snapped (non-explicit version) - Jax : (iTunes)



**#4 count intro (light drumbeats); starts on first count of music**

**S1: Step to right pointing L across; step left pointing R across; side rock-recover; behind-kick**

- 1-2 Step R to right side (1); point L across R (2)
- 3-4 Step L to left side (3); point R across L (4)
- 5-6 Rock R to right (5), recover weight to left (6)
- 7-8 Step R behind L (7), kick L diagonally to left (8) (12:00)

**S2: Behind-quarter-forward; scuff R; ½ pivot turn, walk RL**

- 1-2 Step L behind R (1); turn ¼ to right, stepping fwd on R (2) (3:00)
- 3-4 Step fwd on L (3), Scuff R heel (4)
- 5-6 Step fwd on R (5), ½ pivot turn to left, shifting weight to L (6) (9:00)
- 7-8 Step fwd on R (7), step fwd on L (8)

**S3: Step-scuffs moving fwd RL; Cross R over, back on L, big step back on R dragging L heel**

- 1-2 Step R diagonally fwd and slightly to right (1), scuff L beside R (2)
- 3-4 Step L diagonally fwd and slightly to left (3), scuff R beside L (4) (7:30)
- 5-6 Cross R across L (5); step back on L (6)
- 7-8 Take big step back on R, dragging L heel

**S4: Left coaster step; hold; jazz box turning 1/8 to right**

- 1-2-3-4 Step back on L (1); step R next to L (2), step L fwd (3), sweeping R fwd (4)
- 5-6 Cross R across L (5); step L back (6);
- 7-8 Step R to side turning 1/8 to right (7); step L in front of R squaring up (8) (9:00)

**S5: Side-rock, back-rock, side-rock-cross; swivel turn 5/8 to left**

- 1-2 Rock R to right side (1); recover weight to L (2)
- 3-4 Rock R behind L (3), recover weight to L (4)
- 5-6 Rock R to right side (5); recover weight to L (6)
- 7 Cross R in front of L;
- 8 Swivel 5/8 turn to left, keeping weight on R and sweeping L toward back (1:30)

**S6: Back-rock-recover, turn ½ to right, stepping back on L and sweeping R, side-cross, side-cross**

- 1-2 Rock back on L (1); recover weight to R (2)
- 3-4 Make ½ turn right, stepping back on L (3) sweep R toward back (4) (7:30)
- 5-6 Step R to right side squaring up (5), cross L in front of R (9:00)
- 7-8 Step R to right side (5), cross L in front of R

**Restart here on wall 5 (with step modification – see below)**

**S7: Hip rolls with bumps, R and L; behind-quarter-fwd into full spiral turn on R**

- 1-2 Roll hips counterclockwise (1), bump left hip upwards (2)
- 3-4 Roll hips clockwise (3); bump right hip upwards (4)
- 5-6 Cross R behind L (5); turn ¼ to left stepping fwd on L (6)
- 7-8 Step fwd on R (7); make full spiral turn on R (8) (6:00)

**S8: Run fwd LRL; hold; Rocking chair RLRL**

- 1-2-3-4 Step L fwd (1); step R fwd (2), step L fwd (3), hold (4)

**\*note: these should be somewhat heavy “stompy” steps**

5-6-7-8          Rock fwd on R (5); rock back on L (6); rock back on R (7); rock fwd on L (8)

**TAG: 8-count tag after walls 2 and 4:**

**Cross-walk RLRL while snapping fingers of right hand, making a half-circle to left**

- 1                  Walk fwd crossing R in front of L, turning 1/8 to left;
- 2                  Snap right fingers while holding right hand out to right side
- 3                  Walk fwd crossing L in front of R, turning 1/8 to left
- 4                  Snap right fingers while holding right hand across body to left
- 5                  Walk fwd crossing R in front of L, turning 1/8 to left;
- 6                  Snap right fingers while holding right hand out to right side
- 7                  Walk fwd crossing L in front of R, turning 1/8 to left (12:00)
- 8                  Snap right fingers while holding right hand across body to left

**Restart on wall 5 after 48 counts**

**Modification of counts 47-48:**

**Instead of stepping R to right side, turn ¼ to right and step R fwd; step L next to R; make a slight (about 2 counts) pause before restarting the dance**

**Ending**

**The dance will end at the end of the 6th rotation.**

**Simply cross R in front of L and unwind ½ to left; hold right hand in front of face and snap!**

**Enjoy!**

**Last Update - 13 Nov. 2023 - R1**

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