

C'mon Over (& Party)

COPPER **KNOB**
BY STEPHEN

Count: 40

Wand: 4

Ebene: Intermediate

Choreograf/in: Gaye Teather (UK)

Musik: We're Gonna Party - Paul Bailey



SIDE RIGHT, HEEL TAPS, ½ TURN RIGHT, SIDE LEFT, HEEL TAPS (WITH ATTITUDE!)

- 1-4 Step right toe to right side, keeping toe on floor, tap right heel 3 times
& Pivot ½ turn right on ball of right foot
5-8 Step left toe to left side, keeping toe on floor, tap left heel 3 times

Styling note: during the above 8 counts, place hands on thighs, lean slightly forward and bounce shoulders in time with heel bounces. Be as funky as you like with loads of attitude.

½ TURN LEFT, RIGHT SIDE ROCK, RECOVER, CROSS SHUFFLE, LEFT SIDE ROCK, RECOVER TURNING ¼ RIGHT, LEFT SHUFFLE FORWARD

- & Pivot ½ turn left on ball of left foot
9-10 Rock right foot to right side, recover onto left
11&12 Cross right over left, step left to left, cross right over left
13-14 Rock left foot to left side, recover onto right making ¼ turn right
15&16 Step left foot forward, step right beside left, step left forward

WALK FORWARD RIGHT, LEFT, RIGHT, KICK, WALK BACK, LEFT, RIGHT, LEFT COASTER CROSS

- 17-20 Walk forward right, left, right, kick left foot forward
21-22 Walk back left, right
23&24 Step back on left foot, step right beside left, step left over right

"CHUG" STEPS TURNING ¼ LEFT, CROSS-POINT, TWICE, MODIFIED ½ MONTEREY TURN

- 25&26 Touch right toe to right side, pivot ¼ turn left on ball of left foot, hitching right knee, touch right toe to right side
27-28 Cross step right over left, point left to left side
29-30 Cross step left over right, point right to right side
31-32 Pivot ½ turn right on ball of left foot stepping right beside left, point left to left

RIGHT WEAVE WITH ¼ TURN RIGHT, STEP PIVOT ½ TURN RIGHT, LEFT SHUFFLE FORWARD

- 33-36 Cross step left over right, step right to right, cross left behind right, step right ¼ turn right
37-38 Step forward on left, pivot ½ turn right
39&40 Step forward on left, step right beside left, step forward on left

REPEAT
