

Alice (In Wonderland)

COPPERKNOB
BY STEPHEN

Count: 32

Wand: 4

Ebene: Improver

Choreograf/in: Dottie Wicks (USA)

Musik: Your Body Is a Wonderland - John Mayer



RIGHT BACK ROCK, RECOVER, STEP, LEFT SWEEP TRIPLE STEP ½ TURN, RIGHT ROCK & ROCK FORWARD &, LOCK STEP BACK

- 1&2 Rock on right behind left, recover forward onto left, step forward right
3&4 Sweep left ½ turn stepping left, right, left
5&6& Step forward right diagonal on right, recover weight to left, step forward on right diagonal, recover weight to left
7&8 Lock step back on right diagonal, right, left, right

LEFT ROCK & ROCK BACK, HOLD, LOCK FORWARD RIGHT, HALF PIVOT RIGHT, ¾ SHUFFLE TURN TO RIGHT

- 1&2& Rock back left on left diagonal, recover weight to right, rock back on left and hold (weight on left)
3&4 Lock step forward on right diagonal right, left, right
5-6 Step forward on left pivot ½ turn to right
7&8 Shuffle ¾ turn right (left, right, left)

SIDE ROCK RIGHT, RECOVER LEFT, WEAVING VINE LEFT, SIDE ROCK LEFT, POINT RIGHT FORWARD, POINT SIDE, HITCH AND POINT

- 1-2 Rock to right side on right, recover onto left
3&4 Weave to left stepping right in front of left, stepping left to side, stepping right in back of left
5-6 Step left to side left, touch point right toe forward
7&8 Touch right toe to right side, hitch right leg in front of left, point touch right toe to right side

¼ TURN RIGHT, WALK RIGHT & LEFT FORWARD, SIDE ROCK RIGHT CROSS IN FRONT, SIDE ROCK LEFT CROSS IN FRONT, HIP ROLL ¼ RIGHT

- 1-2 Keeping weight on left turn ¼ turn to right and walk forward right, left (with attitude)
3&4 Side rock right to right side, recover left, cross right in front of left
5&6 Side rock left to left, recover right, cross left in front of right
7-8 Roll hips in full circles to left to right while turning ¼ turn to right (weight on left)

REPEAT

TAG

When using Betrayed, at the end of the 4th wall (you will be facing the 12:00 position), add the an extra set of hip rolls (2 counts) at the end of the dance and then begin the dance again.