

Good To Be Alive

COPPERKNOB
BY STEPHENETS

Count: 32

Wall: 4

Level: Improver

Choreographer: Wayne Beazley (AUS) - March 2020

Music: Good To Be Alive - David James : (iTunes, Spotify)



*1 x Restart (Wall 4 (9 o'clock) - dance first 16 counts, then Restart dance at 3 o'clock wall).

#16 count intro, Start on Vocals. Feet together weight on L. Dance should finish facing front wall.

S 1: Step, Touch, Step, Touch, Rock fwd, Recover, ½ R Shuffle

1234 Step R fwd at diagonal, Touch L tog, Step L fwd at diagonal, Touch R tog
5 6 Rock R fwd, Recover weight on L
7&8 Turn ½ R-Shuffle fwd RLR (6 o'clock)

S 2: Step, Kickball Step, Step, L45, Touch L Tog, Side L, Touch R behind

1 Step L fwd
2&3 Kick R fwd & Step R tog, Step L fwd
4 Step R fwd
5 6 Touch L heel fwd at diagonal L, Touch L toe tog
7 8 Step L to side, Touch R toe behind L

S 3: Side R, L Tog, Side R, L Across, Side Shuffle, Rock L Behind, Recover

1 2 Step R to side, Step L tog
3 4 Step R to side, Step L across R
5&6 Side Shuffle to R
7 8 Rock L behind R, Recover weight on R

S 4: Side L, Kick R Diagonal, Rock R Behind, Recover, R Fwd, Pivot 3/8 L, Full Turn Fwd-Step RL

1 2 Step L to side, Kick R to diagonal R (just a little kick)
3 4 Rock R behind L, Recover weight on L (should be facing 7.30)
5 6 Step R fwd, Pivot 3/8 L (should end up facing 3 o'clock)
7 8 Walk fwd R,L-Turning full turn L (3 o'clock)

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