

We Go Together Like

COPPER **KNOB**
BY STEPHEN

Count: 32

Wall: 2

Level: Improver

Choreographer: Erika Borrelli (IT) - January 2022

Music: We Go Together Like - Abby Anderson



SEQ.1) CROSS - SIDE - CROSS SIDE CROSS (TO LEFT) - SLIDE-DRAG - R. KICK BALL CROSS

- 1-2 cross right over left, left step to left side
3&4 cross right behind left, left step to left side, cross right over left
5-6 slide left to left, drag right to left
7&8 right kick diagonally forward, right step in place, cross left over right

SEQ.2) R. ROCK SIDE-R. COASTER STEP-L STOMP FWD-1/2 TURN RIGHT R. KICK FWD-R. COASTER STEP

- 1-2 right step to right - recover to left
3&4 right step back - left next to right - right step fwd
5-6 left stomp fwd-1/2 turn right kicking right fwd
7&8 right step back-left next to right-right step fwd

RESTART HERE ON THE WALLS: 3rd-4th- 7th : coaster step -7&8- will be replaced by mambo touch as follows:

- 7&8 right step back, recover to left, touch right to right side

SEQ. 3) (GOING TO LEFT DIAGONALLY FWD) STEP LOCK STEP - R & L HEEL SWITCHES - (GOING TO RIGHT DIAGONALLY FWD) STEP LOCK STEP - STEP TURN 1/2 TURN RIGHT

- 1-2& left step diagonally fwd, lock right behind left, left step diagonally fwd
3&4& touch right heel fwd, right next to left, touch left heel fwd, left next to right
5-6& right step diagonally fwd, lock left behind right, right step diagonally fwd
7-8 left step fwd, 1/2 turn right

SEQ. 4) L.ROCK STEP FWD - L. COASTER STEP -R. KICK BALL POINT - SAILOR TURN 1/2 TURN LEFT

- 1-2 Left step fwd, recover to right
3&4 left step back, right next to left, left step fwd
5&6 right kick fwd, right foot in place, touch left to left side
7&8 Turn 1/2 left sweep L behind R, step R beside L, step L to left side (6:00)

RESTARTS :

*3RD WALL, after 16 counts (H.06.00)

*4TH WALL, after 16 counts (H.12.00)

*7TH WALL, after 16 counts (H.06.00)

coaster step -7&8- will be replaced by mambo touch as follows: 7&8 right step back, recover to left, touch right to right side

Last Update - 20 Jan. 2022