

Again And Again

COPPER KNOB
BY STEPHENETS

Count: 32

Wall: 4

Level: Improver

Choreographer: Dianne Evans (UK)

Music: Linda Lu - Tom Jones & Jools Holland



KICK BALL CHANGE TWICE, STEP RIGHT SIDE TOGETHER, SHUFFLE RIGHT

- 1&2-3&4 Kick right foot forward, step right foot slightly back, step left foot forward, repeat
- 5-6 Step right foot to right side, close left foot to right (more advanced dancers can step to side on right preparing to turn right, turn on ball of left foot complete turn right)
- 7&8 Step to side on right foot, close left foot beside right foot, step to side on right foot

ROCK BACK LEFT, RECOVER, SHUFFLE SIDE LEFT, JAZZ BOX WITH ¼ TURN RIGHT

- 1-2-3&4 Rock left foot across behind right foot, recover the weight forward onto right foot, step to side on left foot, close right foot to left foot, step left foot to left side
- 5-8 Cross right foot over left foot, step back on left foot making ¼ turn right, step to right side on right foot, close left foot to right foot

SIDE RIGHT, CROSS LEFT BEHIND, SHUFFLE RIGHT SIDE ¼ TURN RIGHT, STEP ½ TURN RIGHT, SHUFFLE FORWARD LEFT

- 1-2-3&4 Step to side on right foot, step left foot across and behind right foot, step to side on right foot, close left foot to right foot, step forward on right foot making ¼ turn right
- 5-6 Step forward on left foot, pivot ½ turn right and transfer weight onto right foot
- 7&8 Step forward on left foot, close right foot in 3rd behind left foot, step forward on left foot

ROCK FORWARD RIGHT, RECOVER LEFT, TRIPLE ¾ TURN RIGHT, ROCK FORWARD LEFT, RECOVER, ½ TURN SHUFFLE LEFT

- 1-2-3&4 Rock forward onto right foot, recover the weight back onto left, step back on right foot making ¼ right, step to side on left making ¼ turn right, step forward on right making ¼ turn right (total ¾ turn over right shoulder) now facing 9:00
- 5-6-7&8 Rock forward onto left foot, recover the weight back onto right foot, step to side on left making ¼ turn left, close right foot to left, step forward on left making ¼ turn left

REPEAT
