

Meow Meow! (I'm Falling For Ya)

COPPER **KNOB**
BY STEPHENETS

Count: 32

Wall: 4

Level: Improver

Choreographer: Rep Ghazali (SCO) - September 2013

Music: Falling for Ya - Grace Phipps



32 count intro start before vocals (approx 10sec)

[01-08] R DIAGONAL FWD-TOG, FWD-SCUFF L, L DIAGONAL FWD-TOG, FWD-SCUFF R

- 1-2 step diagonally forward on Right to Right diagonal, step Left together (1.30)
- 3-4 step diagonally forward on Right to Right diagonal, scuff forward on Left (1.30)
- 5-6 step diagonally forward on Left to Left diagonal, step Right together (10.30)
- 7-8 step diagonally forward on Left to Left diagonal, scuff forward on Right (10.30)

2nd restart – 11th Wall and restart facing 3 o'clock wall

[09-16] R SHUFFLE BACK, L SHUFFLE BACK, R ROCK BACK-RECOVER L, R KICK BALL CROSS

- 1&2 step back Right, step Left together, step back Right (angling your body to Right diagonal)
- 3&4 step back Left, step Right together, step back Left (angling your body to Left diagonal)
- 5-6 rock back Right, recover on Left (12)
- 7&8 kick Right forward, step back Right, cross Left over Right

1st restart – 4th wall and restart facing 9 o'clock wall

[17-24] R SIDE SHUFFLE, L ROCK BACK ¼ TURN-RECOVER L, L SHUFFLE BACK ½, TURN, R SIDE ROCK ¼ TURN-RECOVER L

- 1&2 step Right to Right side, step Left together, step Right to Right side
- 3-4 ¼ turn Left by rocking back on Left, recover on Right (9)
- 5&6 ½ turn Right by stepping back on Left, step Right together, step back Left (3)
- 7-8 ¼ turn Right by rocking Right to Right side, recover on Left (6)

[25-32] R CROSS-BACK L, R COASTER, L FWD-HOLD, BALL STEP-¼ TURN HITCH

- 1-2 cross Right over Left, step back on Left (6)
- 3&4 step back Right, step Left together, step forward Right
- 5-6 step forward Left, hold
- &7-8 step Right together, step forward Left, hitch up on Right making ¼ turn Left (3)

RESTARTS:-

1st Restart - 4th wall dance up to count 16 and restart facing 9 o'clock wall

2nd Restart - 11th wall dance up to count 8 and restart facing 3 o'clock wall