

Being Fabulous

COPPER KNOB
STEPSHETS

Compte: 32

Mur: 1

Niveau: Intermediate

Chorégraphe: Larry Schmidt (USA) - January 2008

Musique: Busy Being Fabulous - Eagles



FOUR WALKS FORWARD, SHUFFLE FORWARD, ROCK FORWARD

- 1-4 Walk forward right-left-right-left
5&6 Step right foot forward, step left next to right, step right foot forward
7-8 Rock left forward foot, recover to right foot

MAKE ¼ TURN LEFT SIDE-TOGETHER, SHUFFLE TO LEFT SIDE WITH ¼ TURN LEFT, FULL TURN, SHUFFLE FORWARD

- 1-2 Step left foot to side turning ¼ left, step right next to left
3&4 Step left foot to the side, step right next to left, step left foot forward turning ¼ left
5-6 Turn ½ left stepping right back, turn ½ left stepping left forward
7&8 Step right foot forward, step left next to right, step right foot forward

STEP, ¾ PIVOT, SIDE SHUFFLE, BEHIND, ¼ TURN, STEP, ½ PIVOT

- 1-2 Step left forward, pivot ¾ right onto right foot
3&4 Step left foot to the side, step right next to left, step left foot to the side
5-6 Cross right behind left, step left foot forward turning ¼ left
7-8 Step right foot forward, pivot ½ left onto left foot

STEP, ½ TURN, SHUFFLE BACK, ½ TURN, ¼ TURN, COASTER ¼ TURN

- 1-2 Step right foot forward, turn ½ right stepping back onto left
3&4 Step right foot back, step left next to right, step right foot back
5-6 Turn ½ left stepping left forward, turn ¼ left stepping to side onto right
7&8 Cross left behind right, turn ¼ left stepping right next to left, step left forward

Begin again.

RESTART

During the 4th and 8th repetitions, immediately after counts 15&16 (shuffle forward) add ½ count - stepping left next to right and turning ½ right on the & count then starting over with the 4 walks. The counts are 15&16-&-1-2-3-4, with the ½ turn happening on the & count.

During the 4th and 8th repetitions they sing "Just to busy being fabulous UH HUH, the restart occurs after the end of that count of 8.

ENDING

At the end of the dance after the last counts of 31&32 (¼ turning coaster) step forward on the right foot and strike a pose.