

# In The Neighbourhood

**COPPER** KNOB  
BY STEPHENETS

**Compte:** 32

**Mur:** 4

**Niveau:** Intermediate

**Chorégraphe:** Laurel Ingram (UK) - July 2008

**Musique:** Neighbourhood - Drizabone : (CD: Conspiracy)



**Intro: 32 count intro after heavy beat**

**Section 1: Out In, out in out. Behind Side Cross. Hitch Step Slide**

- 1-2 Touch right to right side, touch right beside left.
- 3&4 Touch right to right side. Touch right beside left. Touch right to right side.
- 5&6 Step right behind left. Step left to left side. Cross right over left.
- 7&8 Hitch left knee. Step left foot to left side. Slide right foot beside left.

**Section 2: Sway right & left. Chasse right. Sailor ¼ turn left. Kick Step Touch**

- 1-2 Sway hips right & left
- 3&4 Step right to right side. Close left beside right. Step right to right side.
- 5&6 Cross left behind right. Turn ¼ left stepping right beside left, step left forward.
- 7&8 Kick right forward. Step right beside left. Touch left toe beside right

**(restart here during wall 3 after 16 counts taking weight on to left)**

**Section 3: Step ¾ turn left. Shuffle ½ turn left . Touch out, out step to right diagonal. Touch out, out step to left diagonal**

- 1-2 Turn ¼ left stepping forward on left, turn ½ left stepping back on right.
- 3&4 Turn ¼ left stepping left to left side, step right next to left, turn ¼ left stepping forward on left.
- 5&6 Touch right out to right diagonal, touch right out to right diagonal a little further. Step right to right diagonal.
- 7&8 Touch left out to left diagonal, touch left out to left diagonal a little further. Step left to left diagonal.

**Section 4: Jazz ¼ turn right. Hitch Ball Cross. 4 x ¼ paddle turns left.**

- 1-2 Cross right foot over left. Step back left turning ¼ turn right.
- 3&4 Hitch right knee. Step right to right side. Cross left over right.
- 5&6& Make ¼ turn left & touch right to right side x 2. Make ¼ turn left & touch right to right side.
- 7&8 Make ¼ turn left & touch right foot in beside left.

**Restart. There is one restart during wall 3, after 16 counts.**

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