

# Wicked

**COPPER** KNOB  
BY STEPHENETS

Compte: 32

Mur: 4

Niveau: High Intermediate

Chorégraphe: Joey Warren (USA) - August 2009

Musique: Love Struck - V Factory



\* Special thanks to the "flip flops" for their insight and help!

## Side rock-recover, Cross shuffle, ¼ turn mambo, ½ turn ball step-step

- 1 – 2            Rock R foot out to R side, Recover onto L foot  
3-&-4           Cross R foot over L, Step L to L side, Cross R foot over L  
5-&-6           ¼ Turn L rocking forward on L, Recover on R, ½ Turn L stepping L forward  
&-7-8           Step R beside L, Step L forward, Step R forward

## ½ Turn L, Hip Bumps x2, R Sailor Step, L Sailor Step w/ ¼ turn left

- 1 – 2            ½ Turn L stepping L foot around and out, Step R foot out to R (weight even)  
&3&4           Push hips forward & to R side: up, down, up, down (weight on L)  
5-&-6           Step R foot behind L, Step L beside R, Step R out to R side  
7-&-8           Step L foot behind R, Step R foot beside L, ¼ Turn L stepping L forward

## Step R, Step L, Touch R out-in, Rock & Cross, ¼ Turn R, Step L back, R coaster

- 1 – 2            Take big step forward on R, Step L forward and in front of R (prep to turn L)  
3&4&           ¼ Turn L touching R to R side, Touch R beside L, Rock out on R, Recover L, (when you touch R out, swivel L heel in towards R, then back out)  
5 – 6            Cross R over L, ¼ Turn R stepping back on L  
7-&-8           Step R back, Step L back beside R, Step R forward

## Step L forward w/ Hip Roll, Recover R, Kicks forward x2, Jazz box ¼ Turn R

- 1 – 2            Step forward on L pushing L hip out, Push hips back (leave weight on L!)  
**(when you step forward L open then bottom half of your body ¼ turn R)**  
3&4&           Small kick forward on R, Step down on R, Small kick forward L, Step down L  
**(on the last kick and step is when you center whole body with facing wall)**  
5 – 6            Cross R over L, ¼ Turn R stepping back on L  
7 – 8            Step R out to R side, Cross Step L over R.....START AGAIN!

**Tag Happens at the end of wall 2 (facing 6 o'clock) and again at the end of wall 7 (facing 12 o'clock) Tag is just a 4 count dip/body roll anti-clockwise.**

- 1 – 4            Slight bend at waist, dip down and around for counts 1 – 4. (weight end on L)

**Restart Happens 16 counts in to the 5th wall (facing 12 o'clock to start) after your two sailors you restart to the back wall which I count as your 6th wall. So you will be facing 6 o'clock to restart.**

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