

# Games People Play

**COPPER** **KNOB**  
BY STEPHEN METZ

**Compte:** 32

**Mur:** 4

**Niveau:** Improver

**Chorégraphe:** Mel Fisher (UK) - February 2012

**Musique:** Games People Play - DJ Bobo



---

## **Side rock behind, side rock behind, side rock, forward rock, ½ turn right, ½ shuffle turn right**

- 1&2 Rock to right side, replace weight onto left, step right behind left  
&3&4& Rock to left side, replace weight onto right, step left behind right, rock out on right, replace onto left  
5&6 Rock forward on right, replace weight on left, ½ turn right stepping forward on right  
7&8 ½ shuffle turn right on left right left

## **Forward rock, side rock, kick ball touch, forward rock, ¼ left back rock, left lock left, touch**

- 1&2& Rock forward on right, replace weight on left, rock to side on right, replace weight on to left  
3&4 Kick right forward, step onto right, touch left beside right  
5&6& Rock forward on left, replace weight on right, ¼ turn left rocking onto left, rock forward onto right  
7&8& Step forward on left, right behind left, step forward on left, touch right behind left

## **½ shuffle turn right, ¼ turn right, step, kick ball step, back rock, kick ball step**

- 1&2 ½ shuffle turn right on right left right  
3&4 ¼ turn right stepping left to side, replace weight onto right, step left beside right  
5&6&7 Kick right forward, step onto right, step onto left, rock back on right, replace on left,  
&8& Kick right forward, step onto right, step onto left

## **Forward rock, ½ turn right, ¼ turn right, touch, side rock, behind, side step, side drag, touch**

- 1&2 Rock forward on right, replace onto left, ½ turn right stepping forward on right  
3&4 ¼ turn right stepping left to side, replace weight onto right, touch left beside right  
5&6& Rock to side on left, replace weight onto right, step left behind right, step to side on right  
7&8 Step to side on left, drag right up to left, touch

**Restart dance after section two on second and fifth wall (you can hear it in the music!!!!!!)**

---