

# Are U Lookin' At Me

COPPER KNOB  
STEPPERS

拍数: 32      墙数: 1      级数: Improver  
编舞者: Elaine "Lainey" Neck (UK)  
音乐: Are You Looking At Me - Ricky Tomlinson



The music is quick, you will need to dance in a galloping motion similar to a fast Flying 8's

## RIGHT VINE HITCH, LEFT VINE HITCH

1-2            Step right to right, step left behind right  
3-4            Step right-to-right side hitch left knee  
5-6            Step left-to-left side, step right behind left  
7-8            Step left to left side hitch right knee

## ROCK BEHIND SIDE CROSS, ROCK SAILOR ¼ TURN RIGHT

1-2            Rock right-to-right side, recover on left  
3&4           Step right behind left, step left-to-left side, cross right over left  
5-6            Rock left-to-left side recover on right  
7&8           Step left behind right, step right to right side, turn ¼ turn right stepping forward left

## WALKS FORWARD WALKS BACK

1-2            Walk forward right, left  
3-4            Walk forward right left (hitching left knee)  
5-6            Walk back left right  
7-8            Walk back left, right (hitching right knee)

## ROCK, SAILOR ¼ TURN LEFT, ROCK COASTER

1-2            Rock right, recover on left  
3&4           Step right behind left, step left turning ¼ turn left, step forward right  
5-6            Rock forward left, back on right  
7&8           Step back left, step right next to left, step forward left

## REPEAT

## TAG

To be danced twice at the end of 1st, 3rd, & 5th repetition

## ROCK, ½, TURN, ROCK ¼ TURN, ROCK ¾ TURN, ROCK COASTER STEP

1-2            Rock forward right, rock back left  
3&4           ½ turn right stepping right, left, right  
5-6            Rock forward left, rock back right  
7&8           Turn ¼ left stepping left, right, left  
9-10          Rock forward right, back on left  
11&12        Triple ¾ turn over right shoulder, stepping right, left, right  
13-14        Rock forward on left back on right  
15&16        Step back right, step right next to left, step forward left