

# Pussycat Doll

**COPPER KNOB**  
BY STEPHEN

拍數: 32      牆數: 4      級數: Beginner  
編舞者: Winnie Yu (CAN)  
音樂: Don't Cha (feat. Busta Rhymes) - The Pussycat Dolls



This dance is dedicated to my junior line dancers of summer 2005

## TOUCH, ¼ TURN, STEP(2X), TOUCH, STEP, TOUCH, ¼ TURN, SIDE

- 1-2      Touch right toe beside left, make a ¼ turn right stepping on the right foot with hip pushing forward (facing 3:00)  
3-4      Touch left toe beside right, make a ¼ turn left stepping on the left foot with hip pushing forward (facing 12:00)  
5-6      Touch right toe beside left, step right foot forward with hip pushing forward (diagonally facing 1:00)  
7-8      Touch left toe beside right, make a ¼ turn left stepping on the left with hip pushing to left side (facing 9:00)

### Optional hand movements:

- 1      Cross both hands at waist level  
2      Open both hands out  
3-8      Repeat for counts 3-8

### Optional head movements:

- 1&2      Nodding head for count 1 & 2  
3-8      Repeat for count 3-8

## STEP BACK (3X), RECOVER, WALK FORWARD (2X), RIGHT KICK-BALL- POINT

- 1-2      Step back on right, step back on left  
3-4      Step back on right, recover on left  
5-6      Walk forward right, left  
7&8      Kick right foot forward, step right foot down next to left, point left toe to the left side

## SHOULDER POP, ¼ TURN, LEFT MAMBO, MONTEREY ¼ TURN RIGHT, POINT, OUT-IN-STEP

- 1-2      Pop shoulder- left, right  
3&4      Make ¼ turn right and rock left to left side, recover on right, step left beside right (facing 12:00)  
5-6      Point right to right side, make a ¼ turn right stepping down on right (facing 3:00)  
7&8      Point left to left side, point left next to right, step left to left side

## JAZZ WALK (2X), JAZZ BOX RIGHT, BUMP HIPS (3X), HOLD, BUMP HIPS (2X)

- 1-2      Cross walk forward right, left (with attitude)  
3&4      Cross right over left, step back on left, step right to right side  
5&6      Bump hips left, right, left  
7&8      Hold, bump hips right, left

**REPEAT**