

I Wantt 2 B

COPPERKNOB
BY STEPHEN METZ

拍數: 32 牆數: 4 級數: Improver
編舞者: Chris Cleevely (UK) - September 2004
音樂: Scared Like That - Kevin Sharp



**Right Chasse,
¼ Turn Left,
Rock, Recover;
Forward Left
Shuffle; Rock
Forward,
Recover**

1 & 2 Chasse
right, stepping
right/left/right
3 - 4 Making ¼
turn left, rock
back on left,
recover weight
on right
5 & 6 Shuffle
forwards,
stepping
left/right/left
7 - 8 Rock
forward right,
recover weight
on left

**Pivot ½ Turn
Right, Step:
Left ½ Turning
Shuffle; Rock,
Recover; Step,
¼ Turn Right,
Touch**

9 - 10 Pivot ½
turn over right
shoulder,
stepping
forward on right,
step forward on
left
11 & 12 Shuffle
½ turn left,
stepping
right/left/right
13 - 14 Rock
back on left,
recover weight
on right

15 - 16 Making
¼ turn right,
step left to left
side, touch right
by left

**Forward Right
Mambo; Full
Turn Over Left
Shoulder (or
Left Coaster
Step); Forward
Right Mambo;
Left Scuff ¼
Turn left**

17 & 18 Rock
right forward,
recover weight
on left, step
right in place

19 & 20 Make a
full turn over left
shoulder (on the
spot), stepping
left/right/left

21 & 22 Rock
right forward,
recover weight
on left, step
right in place

23 - 24 Scuff left
¼ turn left, step
left in place

**Point Forward,
Point Right;
Point Forward,
Point Right;
Switch Weight,
Point Left,
Switch Weight,
Point Right;
Switch Weight,
Left Heel,
Switch Weight,
Touch**

25 - 26 Point
right toes
forward, point
right toes to
right side

27 - 28 Point
right toes
forward, point
right toes to
right side

&29 & 30

Transfer weight
onto right foot,
point left to left
side, transfer
weight onto left
foot and point
right to right
side

&31 & 32

Transfer weight
onto right foot,
present left heel
forward, transfer
weight onto left
foot and touch
right toes by
left

?PRINCE?

TRACK ONLY:

*To finish the
dance: ? Dance
up to and
including step
10, then forward
right shuffle,
rock forward on
left, recover
weight on right,
step back on left
and touch right
toes across left
(this finishes the
dance facing
the front wall).*
