

Playing With Matches

COPPER KNOB
STEPPERS

Count: 84

Wall: 1

Level: Phrased High Intermediate

Choreographer: Travis Taylor (AUS) - January 2021

Music: Matches - Britney Spears & Backstreet Boys



SEQUENCE: A, A, B, C, Short C, A, B, C, Short B, C, C

Notes: Short B is simply leaving the jazz box off / See Short C notes in Part C description

PART A: 32 counts

SIDE DRAG/HOLD & CROSS - 1/4R BACK - 1/4 R SIDE DRAG/HOLD 6-7 & SIDE R

- 1-2 Step R to R side dragging L, Hold for Count 2
- &3-4 Step L ball next to R, Cross R over L, 1/4R Stepping L back
- 5-6-7 1/4R BIG Step R to R side as you drag L towards R over 2 Counts (don't meet the R foot)
- &8 Step L together, Step R to R side

CROSS ROCK/REPLACE - FULL TURN L - HOLD 6-7 (DRAG) & SIDE L

- 1-2-3-4 Cross Rock L over R, Replace weight on R, 1/4L Stepping L fwd, 1/2L Stepping R back
- 5-6-7 1/4L BIG Step L to L side as you drag R towards L over 2 Counts (don't meet the L foot)
- &8 Step R together, Step L to L side

CROSS ROCK/REPLACE - 1/4 FWD - 1/2 BACK - 1/2 FWD - 1/4 SIDE DRAG/HOLD & CROSS

- 1-2-3-4 Cross Rock R over L, Replace weight on L 1/4R Stepping R fwd, 1/2R Stepping L back
- 5-6-7 1/2R Stepping R fwd, 1/4R Stepping L to L side as you drag R towards L for Counts 6-7
- &8 Step R ball next to L, Cross L over R

POINT & POINT & HEEL & STEP - 2X PIVOT 1/2L

- 1&2 Point R to R side, Step R together, Point L to L side
- &3&4 Step L together, Touch R heel fwd, Step R together, Step L fwd
- 5-8 Step R fwd, 1/2 L Pivot weight on L, Step R fwd, 1/2 L Pivot weight on L

PART B - NIGHTCLUB : 20 counts

SIDE R - ROCK BACK/REPLACE - SIDE L - ROCK BACK/REPLACE - 1/2L BACK SWEEP - ROCK BACK/REPLACE - FULL TURN - WALK - WALK

- 1-2& Step R to R side, Rock L slightly behind R, Replace weight on R
- 3-4& Step L to L side, Rock R slightly behind L, Replace weight on L
- 5-6& 1/2L Stepping R back sweeping L around, Rock back L, Replace weight on R
- 7&8& 1/2R Stepping L back, 1/2R Stepping R fwd, Step L fwd then Step R fwd (Run-Run) (or you can do another roll turn over R for 8&)

REPEAT ABOVE 8 COUNTS ON THE OPPOSITE FOOT

- 1-2& Step L to L side, Rock R slightly behind L, Replace weight on L
- 3-4& Step R to R side, Rock L slightly behind R, Replace weight on R
- 5-6& 1/2R Stepping L back sweeping R around, Rock back R, Replace weight on L
- 7&8& 1/2L Stepping R back, 1/2 L Stepping L fwd, Step R fwd then Step L fwd (Run-Run) (or you can do another roll turn over L for 8&)

R JAZZ BOX (You will leave this Jazz Box off in the Short B sequence)

- 1-4 Cross R over L, Step L back, Step R to R side, Cross L over R (try to hit the drum kicks)

PART C - CHA (CHORUS) : 32 counts

SIDE DRAG/HOLD & CROSS/HOLD & BEHIND - 1/8R FWD R - 1/8L L LOCK SHUFFLE

- 1-2 Step R to R side dragging L, Hold
- &3-4 Step L ball together, Cross R over L, Hold

&5 Step L ball to L side, Step R behind L as you ronde L around
6-7 Step L behind R, 1/8 R Step R fwd
8&1 Step L fwd, Lock R behind L, 1/8 Step L fwd

HOLD & STEP/HOLD & STEP - ROCK/PRESS R/RECOVER L - BEHIND & CROSS

2 Hold for Count 2
&3-4 Lock R behind L, 1/8 L Step L fwd, Hold
&5 Lock R behind L, 1/8 L Step L fwd (9:00) (TRY TO SMOOTHLY TRANSITION THESE
TURNS IN AN ARC SHAPE)
6-7 Cross/Press Rock R over L, Replace weight on L as you ronde R around
8&1 Step R behind L, Step L to L side, Cross R over L

NOTE: Change counts 8&1 in the short C sequence to a Sailor 1/4 R

8&1 Step R behind L, 1/4 R Step L to L side, Step R to R side dragging L towards for Count 1-2

HOLD & BEHIND/HOLD & CROSS - 1/4R L BACK - 1/4R R SIDE - POINT & POINT

2 Hold for Count 2
&3-4 Step L ball to L side, Step R behind L, Hold
&5 Step L ball to L side, Cross R over L
6-7 1/4R Stepping L back, 1/4R Stepping R to R side (3:00)
8&1 Point L to L side, Step L together, Point R to R side

HOLD & 1/4R POINT HOLD & MONTEREY 1/2 R - L ROCK & CROSS

2 Hold for Count 2
&3-4 1/4 R Stepping R together, Point L to L side, Hold for Count 4
&5-6 Step L together, Point R to R side, 1/2R Monterey bringing R together
7&8 Rock L to L side, Replace weight on R, Cross L over R
