## Wake Up

| Compte<br>Chorégraphe   | : 132 Mur: 2 Niveau: Advanced   |
|---|---|
| Musique   | : Don't Wake Me Up - The Sweethearts Of The Rodeo   |
| 1-4   | Step forward on right heel, place right toe down, repeat as left heel/toe strut   |
| 5-8   | Hop/rock forward on right, hop/rock back on left, hop/rock back on right, forward on left   |
| 1-4<br>5-8  | Cross right over left, hold, step back on left, hold<br>Travel at angle step back on right, cross left over right, back on right, cross left over right |
| 5-0   | Traver at angle step back of fight, cross left over fight, back of fight, cross left over fight   |
| &1-2<br>&3-4  | Hop back on right as you place left heel forward, hold<br>Hop to center on left as you tap right toe next to left, hold (slow ball jack)                |
| &5&6  | Repeat ball jack (but without the holds)  |
| 7-8   | Clap hands twice  |
| &1-2  | Hop back on right as you place left heel forward, step to left on left  |
| 3-6   | Cross right over left, step left on left, right behind left, left to left   |
| 7-8   | Cross right over left, step left to left  |
| 1-4   | Turn ¼ left as you step forward on right, hold, rock to left on left, hold  |
| 5-8   | Turn ¼ left as you step forward on right, hold, drag left next to right, hold (weight on right)   |
| 1-4   | Step forward on left, hold, tap right next to left, hold  |
| &5&6  | Hop back on right as you tap left heel forward, hop forward on left & hook right up behind left   |
| &7&8  | Repeat &5&6   |
| 1-4   | Touch right toe to right, hold, turn $\frac{1}{2}$ right stepping on right, hold (Monterey)   |
| 5-8   | Step left on left, step right to right, step forward on left, hold  |
| 1-2   | Bending down through knees step forward on right, hold  |
| 3-4   | Straightening up step forward on left, hold   |
| 5-8   | Repeat step right forward, hold, left forward, hold (down then up)  |
| 1-4<br><b>T</b> his second to the   | Drop right shoulder to right, straighten up & drop left shoulder to left  |
| This completes the first half of the dance and you will notice that the rhythm throughout most of this first half is slow, slow, Quick, Quick, Quick, Quick |   |
| 1-4   | Step right to right, left behind right, right on right, left over right (vine/vine)   |
| 5-8   | Repeat vine/vine (which makes an extended vine in all)  |
| 1-2   | Step right to right, traveling back at 45 degrees to left step on left  |
| 3-4   | Still going back to left step right behind left, step back on left to left  |
| 5-6   | Now traveling back at right 45 step back on right, step left behind right   |
| 7-8   | Step back on right at 45 degrees right, step straight back on left  |
| &1-2  | Scoot back on left hitching right knee, step back on right  |
| &3-4  | Scoot back on right hitching left knee, step back on left   |
| &5-6  | Scoot back on left hitching right knee, step back on right  |
| &7-8  | Scoot back on right hitching left knee, step back on left   |

COPPER KNOB

Scoot steps can be done as step back, hold x 4 times

- 1-4 Touch right toe forward, pivot ½ right on right, repeat right ½ pivot turn
- 5-8 Repeat right ½ pivot turn twice more

Four pivot turns can be done as two ½ turns with holds. I.e., touch, hold, turn, hold, touch, hold, turn, hold (or just hold for 8 counts)

- Step forward on right spreading palms of both hands out and down for 4 counts
  Shimmying shoulders turn ½ to left transferring weight to left for 4 counts
- 1-4 Step back on right, drag left back past right, step back left, drag right back past left
- 5-8 Repeat back on right, drag left, step back on left, hold
- 1-4 Turning <sup>1</sup>/<sub>2</sub> to left on left swing & point both hands forward (for 4 counts)
- 5-8 Turning <sup>1</sup>/<sub>2</sub> right again weight on left & point both hands forward (for 4 counts)
- 1-4 Touch right toe forward, hold, step back on right, hold
- 5-8 Touch left toe back, hold, step forward on left, hold

## REPEAT

The rhythm for most of the second half is different to first half in that it is mainly 8 quick moves each set.