

Knock Knock

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Music: Artist: Jack Savoretti, 2:57, CD: Before the Storm Track 12 or Download e.g. iTunes,
could be slowed down for comfort by 3%
Rhythm: Single Swing
Phase: V+2 (coca rola, rolling off the arms) +3 (jitterbug, sweetheart shove, shuffling door)
Difficulty: Average
Sequence: Intro-A-B-C1-A-B-C1*-C2-D-B-C1*-C2-End Version: 1.1, June 2018

Intro

1-8 WAIT;; BASKETBALL TURN; WITH HOP; COCA ROLA 8;;;
{Wait} {Wait} OP FCG NO HNDSD JOINED;;
{Basketball turn w/ hop} Fwd L RF (W LF) trn ½, -, fwd R, -; fwd L RF (W LF) trn ½, -, fwd R, hop on R;
{Coca rola 8} Swvlg RF on R XLIF, swvlg LF on L bk R, swvlg RF on R sd L, swvlg LF on L fwd R;
swvlg RF on R XLIF, swvlg LF on L bk R, swvlg RF on R sd L, swvlg LF on L fwd R to LOP FCG;

PART A

1-5 LINK ROCK; ~ FALLAWAY THROWAWAY;; STOP & GO HANDSHAKE;;
{Link rock} Rk apt L, rec R, fwd L to CP, -; sd R, -,
{Fallaway throwaway} Blend to SCP rk bk L, rec R to fc; sd & trn ¼ LF L, -, sd R
(W blend to SCP rk bk R, rec L start LF trn; fwd R complete ½ LF trn, -, bk & sd L) to LOP FCG LOD, -;
{Stop & go} Rk apt L, rec R, fwd L (W fwd R trn ½ LF undr jnd ld hnds R to end on M's R
side), -; catch W w/ R hnd on W's L shldr blade rk fwd R, rec L, bk R (W rk bk L raise L hnd straight up,
rec R, fwd L trn ½ RF under jnd ld hnds) to HNDSHK LOD, -;

6-10 SWEETHEART SHOVE HANDSHAKE; ~ ROLLING OFF THE ARMS; COH;
~ AMERICAN SPIN BFLY;;
{Sweetheart shove} Sm rk apt L, rec R, fwd & sd L trn fc WALL bring R arms
over head and pl W hnd on neck (L arm arnd W's bk) get to tight sd-by-sd pos bth fc WALL, -;
apt R fc LOD (W's R hnd slides down from M's neck along his L arm to HNDSHK), -,
{Rolling off the arms} Rk apt L, rec R; fwd L turning ¼ RF to fc WALL
(W rk apt R, rec L; fwd across front of M R turning ¼ LF to fc WALL in crook of M's R arm), -,
wheel ½ RF stepping fwd R, L; in place R (W wheel ½ RF stepping bk L, R; keeping right hnds joined
roll out of M's arm trng ½ RF L to end fc ptrn & COH w/ R hnds joined), -,
{American spin} Rk apt L, rec R; sd L (W spin RF on R), -, sd R BFLY, -;

11-16 NECKSLIDE & WHEEL;; COH; LINK & DOUBLE WHIP; COH; ~ ROCK RECOVER;
{Neckslide & wheel} Rk bk L, rec R, fwd L raise hnds up & over ptr's hd release hold with R hnds on
ptr's R shldr W on M's R sd (W rk bk R, rec L, fwd R), -; wheel ½ RF fwd R, -, fwd L, fwd R;
fwd L, -, fwd R trn ¼ RF allow R hnds to slide dwn ptr's arm to LOP FCG
(W wheel ½ RF fwd L, -, fwd R, fwd L; fwd R, -, cont RF trn & sliding apt fwd L) COH, -;
{Link & double whip} Rk bk L, rec R, fwd & sd L (W rk bk R, rec L, fwd R) to CP, -;
XRib comm RF trn, sd L cont RF trn, XRib cont RF trn, sd L cont RF trn
(W trng RF sd L, XRif, sd L, XRif); sd R completing RF trn (W sd L completing RF trn) COH, -,
{Rock recover} Rk apt L, rec R SCP;

PART B

1-5 1 POINT STEP; RIVERBOAT SHUFFLE;; 2x WITH POINT; HANDSHAKE;
{Point step} Point fwd L, -, step L, -;
{Riverboat shuffle} XRif lower R shldr Xing arms iF of body and snap fingers, -, sd L uncross arms, -;
XRib lower L shldr Xing arms iF of body and snap fingers, -, sd L uncross arms, -;
{Riverboat shuffle w/ pt} XRif lower R shldr Xing arms iF of body and snap fingers, -, sd L uncross
arms, -; XRib lower L shldr Xing arms iF of body and snap fingers, -, point L HNDSHK, -;

6-8 SINGLE WHEEL 3;; ~ ROCK RECOVER;
{Single wheel 3} Rk apt L, rec R, begin RF wheel sd L trn in twd ptrn & tch W's bk w/ L hnd (W sd R trn
LF away from ptr), -; cont RF wheel trn away from ptr sd R (W trn in twd ptr sd L & tch M's bk w/ L hnd),
-, cont RF wheel trn in twd ptr sd L & tchg W's bk w/ L hnd (W trn away frm ptr sd R), -;
sd R ld W to spin RF on L to LOP FCG WALL, -,
{Rock recover} Rk apt L, rec R;

PART C1

- 1-4 **JITTERBUG;;;;**
{Jitterbug} Sd L, tch R to L, sd R LOP FCG, -; apt L, rec R, fwd & trn RF L (W fwd R trn LF under jnd ld hnds COH), -; sd R LOP LOD, -, roll LF $\frac{3}{4}$ L, R (W roll RF iF of M) FC WALL; sd L, tch R to L, sd R, -;
- 5-8 **CHASSE ROLL;; CHASSE ROLL; LOP;**
{Chasse roll} Bk L RLOD, rec R FC ptr, RF full trn (W trn LF) L, -; R, -, L, -;
{Chasse roll} Bk R LOD, rec L FC ptr, LF full trn (W trn RF) R, -; L, -, R, - LOP FCG WALL;

PART A

PART B

PART C1*

Repeat Measure 1-8 of Part C but end in HND SHK WALL

PART C2

- 1-3 **CHANGE LEFT TO RIGHT TO TANDEM; ~ CATAPULT; TO SIDE BY SIDE;**
{Change left to right TANDEM} Rk bk L, rec R, sd L, -; sd R (W rk bk R, rec L, trn LF under jnd R hnds fwd R, -; bk L end in TANDEM WALL W behind M), -,
{Catapult} Fwd L, rec R; in plc L, -, R (W rk bk R, rec L; fwd R spin RF, -, sd L) to SD BY SD, -;
- 4-8 **SHUFFLING DOORS;; CHANGE PLACES LEFT TO RIGHT; ~ LINK ROCK; LOW BFLY;**
{Shuffling doors} XLib, rec R, sd L beh W to OP WALL, -; XRib, rec L, sd R iF W LOP WALL, -;
{Change places L to R} Trn $\frac{1}{4}$ LF rk bk L, rec R raise jnd ld hnds, sd L trn L $\frac{1}{4}$ RF (W fwd R spin $\frac{1}{2}$ LF under jnd hnds), -; sd R to LOP FCG WALL, -,
{Link rock} Rk apt L, rec R; fwd L to LOW BFLY, -, sd R;

Part D

- 1-4 **MARCHESSI;;;;**
{Marchessi} L heel fwd, rec R, L toe bk, rec R; L heel fwd, rec R, L heel fwd, rec R;
L toe bk, rec R, L heel fwd, rec R; L toe bk, rec R, L toe bk, rec R;
- 5-8 **SIDE CLOSE SIDE HEEL 3x;;; SIDE DRAW CLOSE;**
{Sd close sd heel} Release hnds sd L, cl R, sd L, tap R heel snap fingers;
{Sd close sd heel} Sd R, cl L, sd R, tap L heel snap fingers;
{Sd close sd heel} Repeat Measure 5 of Part D;
{Sd draw close} Sd R, draw L to R, cl L, -;
- 9-12 **MARCHESSI;;;;**
Repeat Measures 1-4 of Part D but with other foot;;;;
- 13-16 **SIDE CLOSE SIDE HEEL 3x;;; SIDE DRAW CLOSE;**
Repeat Measures 5-8 of Part D but with other foot;;;;

PART B

Repeat Part B but start fcg WALL and end fcg COH

PART C1*

Repeat Part C1* but fcg COH

PART C2

Repeat Part C2 but fcg COH

End

- 1-8 **MARCHESSI;;;; SIDE CLOSE SIDE HEEL 2x;; SIDE THRU; SIDE TO SOLE TAP;**
Repeat Measures 1-4 of Part D but fc COH;;;;
Repeat Measures 5-7 of Part D but fc COH;;
{Side thru} Sd L, -, thru R, -;
{Side to sole tap} Sd L trn $\frac{1}{4}$ RF (W trn LF), -, tap R shoe sole to W L shoe sole and raise trail arm, -;

Knock Knock, V+2+3 - Suggested Cues

Intro	OP FCG - no hnds - wait 2;; BB trn (FC); w/ a hop; coca rola 8;;; (LOP);
A	link rk; ~ fallwy throway;; stop & go; (HNDSHK); sweetheart shove; (HNDSHK) - rolling off the arms; (COH); ~ am spin; (BFLY); neck slide & wheel;; (COH); link & dbl whip; (COH); ~ rk rec;
B	1 pt stp; riverboat shuffle;; 2x - end w/ a pt; (HNDSHK); single wheel 3; (WALL); ~ rk rec;
C	jitterbug;;;; chasse roll;; & rev; (LOP);
A	link rk; ~ fallwy throway;; stop & go; (HNDSHK); sweetheart shove; (HNDSHK) - rolling off the arms; (COH); ~ am spin; (BFLY); neck slide & wheel;; (COH); link & dbl whip; (COH); ~ rk rec;
B	1 pt stp; riverboat shuffle;; 2x - end w/ a pt; (HNDSHK); single wheel 3; (WALL); ~ rk rec;
C1*	jitterbug;;;; chasse roll;; & rev; (HNDSHK);
C2	chg L to R (TANDEM); ~ catapult; (SD BY SD); shufflg doors;; chg L to R ; ~ link rk; (low BFLY);
D	marchessi;;;; sd cl sd heel; 3x;; sd draw cl; marchessi;;;; sd cl sd heel; 3x;; sd draw cl;
B	1 pt stp; riverboat shuffle;; 2x - end w/ a pt; (HNDSHK); single wheel 3; (COH); ~ rk rec;
C1*	jitterbug;;;; chasse roll;; & rev; (HNDSHK);
C2	chg L to R (TANDEM); ~ catapult; (SD BY SD); shufflg doors;; chg L to R ; ~ link rk; (low BFLY);
End	marchessi;;;; sd cl - sd heel; sd cl - sd heel; sd - thru; sd - to a sole tap;