I GOT A FEELIN'

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Record: Universal 198321A “I Got A Feelin’” Artist: Billy Currington

Footwork: Opposite-direction for man except where noted Speed: 45

Phase: IV+1(Stop & Go) Two-Step/Jive Released: Apr 2004

Sequence: Intro - A - B - A - B - C - ENDING

INTRO

1 - 4 WAIT; WAIT: APART, POINT; TOG SCP/LOD, TCH;
1 - 4 OP fcg wall wait 2 measures; apt on L,-, pt R twd ptr & wall,-; step tog on R
blending to SCP/LOD,-, tch, L to R, -;

PART A
(Two-Step)

1 - 4 TWO FORWARD TWO-STEPS;; DOUBLE HITCH;;
1 - 4 fwd L, cls R, fwd L, -; fwd R, cls L, fwd R, -; fwd L, cls R, bk L, -; bk R, cls L,
fwd R, -;

5 - 8 CIRCLE AWAY TWO TWO-STEPS;; STRUT TOGETHER FOUR TO A PICKUP;;
5 - 8 in OP LOD Circle away from ptr twd COH fwd L, -, fwd R, -; continuing away from
ptr fwd L, cl R, fwd L, -; circling toward ptr & wall fwd R, -, fwd L, -; continuing
 toward ptr fwd R, cl L, fwd R picking W up to CP/LOD, -;

9 - 12 SCIS/SCAR; WALK OUT TWO; SCIS/BANJO; WALK IN TWO CHKG;
9 - 12 sd L, cl R to L, XLIF of R blending to SCAR/DLW, -; fwd R, -, fwd L, -; sd R, cl L to
R, XRIF of L blending to BJO/DLC, -; fwd L, -, fwd R checking, -;

13 - 16 FISHTAIL; WALK & FACE; TWO TURNING TWO-STEPS;;
13 - 16 in BJO/DLC XLIB of R, sd R, fwd L, lock R behind L (W XRIF of L, sd L, bk R, lock
LIF of R); fwd L, -, fwd R, -;
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PART B
(Jive)

1 - 4 CHASSE LEFT & RIGHT; CHANGE RIGHT TO LEFT & LEFT TO RIGHT;;;
1 - 14 (Chasse Left & Right) sd L/cl R, sd L, sd R/cl L, sd R;
(Change Right to Left & Left to Right) rk bk to Scp L, rec R, chasse L/R,L lead W to trn RF under jnd hnds; chasse fwd R/L,R lead W to complete trn, end fcg DC, rk apt L, rec R; chasse L/R,L trng ¼ RF fc LOD leading W to trn LF under raised lead arms, chasse fwd R/L,R, end LOP fcg WALL,

5 - 11 JIVE WALKS – SWIVEL 4 – THROWAWAY – STOP & GO –
CHANGE LEFT TO RIGHT;;;;;;;
(Jive Walks) Bk L RLOD, rec SCP LOD, Fwd LOD L/R,L; R/L,R, (Swivel 4) Lead W swivel stps fwd LOD L,R;L,R (Throwaway) LOD lead W fwd to fc ptr L/R,L; LOP LOD R/L,R join rt hnds over joined lf hnds, (Stop & Go) Rk apt L, rec R; lead W to trn _ If under lead hnds fwd L/R,L stopping W by placing rt hnd on W LF shoulder, rk fwd R, rec L(W rk bk L, rec R ); bk R/L,R lead W turn rf to loose cl fcng wall,
(Change Left to Right) rk apt L, rec R; 4 chasse L/R,L trng ¼ RF fc LOD leading W to trn LF under raised lead arms, chasse fwd R/L,R, end LOP fcg WALL,

12 - 14 LINK ROCK TO SEMI – ROCK RECOVER;; KICK BALL CHANGE TWICE;
(Link Rock to Semi) Rk bk L, rec R, sd L/cl R, sd L; Sd R/cl L, R to SCP, rk bk L, rec R; (Rock Recover) Rk bk L in SCP, rec R, (Kick Ball Change Twice) kick L foot fwd, step in place L/cl s R, kick L foot fwd, step in place L/cl s R,

PART C
(Jive)

1 - 6 THROWAWAY; STOP & GO;; CHANGE LEFT TO RIGHT –
LINK ROCK TO SEMI;;;;
1 - 8 (Throwaway) LOD lead W fwd to fc ptr L/R,L; LOP LOD R/L,R join rt hnds over joined lf hnds, (Stop & Go) Rk apt L, rec R; lead W to trn LF under lead hnds fwd L/R,L stopping W by placing rt hnd on W LF shoulder, rk fwd R, rec L(W rk bk L, rec R ); bk R/L,R lead W turn rf to loose cl fcng wall, (Change Left to Right) rk apt L, rec R; 4 chasse L/R,L trng ¼ RF fc LOD leading W to trn LF under raised lead arms, chasse fwd R/L,R, end LOP fcg WALL; (Link Rock to Semi) Rk bk L, rec R, sd L/cl R, sd L; Sd R/cl L, R to SCP, rk bk L, rec R;
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PART C
(Continued)

7 – 8 ROCK RECOVER - KICK BALL CHANGE TWICE - WALK & FACE;;;
7 – 8 (Rock Recover) Rk bk L in SCP, rec R, (Kick Ball Change Twice) kick L foot fwd,
step in place L/cls R, kick L foot fwd, step in place L/cls R, (Walk & Face) fwd L,
fwd R blending to CP/WALL ,

ENDING
(Two-Step)

1 - 6 BOX;;; HITCH BACK; SCISSORS THRU/FACE; TWO TURNING TWO-STEPS;;;
1 - 6 sd L, cls R to L, fwd L, -; sd R, cls L to R, bk R, -; bk L, cls R to L, fwd L, -; sd R, cls
L to R, XRIF of L blending to CP/WALL, -; start RF turn sd L, cl R, bk L, -; cont RF
turn sd R, cl L, fwd R blending to CP/wall, -;

7 – 10 TRAVELLING BOX;;;
7 - 10 in CP WALL sd R, cl L, fwd R blending to RSCP/RLOD, -; in RSCP RLOD fwd L, -, fwd
R (W may twirl
RF L, -, R, -), blending to CP/WALL-; in CP WALL sd R, cl L, bk R, -; in SCP LOD fwd
L, -, fwd R, -;

11 - 14 TWO TURNING TWO-STEPS;; TWIRL TWO/BFLY; APART POINT;
7 - 10 start RF turn sd L, cl R, bk L, -; cont RF turn sd R, cl L, fwd R to SCP LOD, -; sd L, -,
XRIB of L, -
(W twirl RF in two steps L, -, R, -) blend to BFLY/WALL; apt L, -, pt R twd ptr &
wall, -;

Note: No phase IV figures, so it dances a lot easier than phased.
Stop & Go figure is what requires the Phase IV+1 rating.
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(Quick Cues)

SEQ: INTRO - A - B - A - B - C - END

INTRO: WAIT;; APT, PT; TOG/SEMI, TCH;

PART A: 2 FWD 2'S;; H 6;; CIR AWAY 2 2'S;;
STRUT TOG 4/PKUP;; TRAVELING SCIS & CHK;;
FISH; WK 2/FC; 2 TRN 2'S/FC;;

PART B: CHASSE L & R; CHG RT TO LF & LF TO RT;;
JIVE WK'S - SWIVEL 4 - THROWAWAY -
STOP & GO - CHG LF TO RT - LINK RK -
RK, REC, - KICK BALL CHG 2X;;;;;;;;;;

PART A: 2 FWD 2'S;; H 6;; CIR AWAY 2 2'S;;
STRUT TOG 4/PKUP;; TRAVELING SCIS & CHK;;
FISH; WK 2/FC; 2 TRN 2'S/FC;;

PART B: CHASSE L & R; CHG RT TO LF & LF TO RT;;
JIVE WK'S - SWIVEL 4 - THROWAWAY -
STOP & GO - CHG LF TO RT - LINK RK -
RK, REC, - KICK BALL CHG 2X;;;;;;;;;;

PART C: THROWAWAY; STOP & GO;; CHG LF TO RT -
LINK RK;; RK, REC, - KICK BALL CHG 2X -
WALK & FC;;

END: BOX;; H BK: SCIS THRU/FC; 2 TRN 2'S;;
TRAVEL BOX;;; 2 TRN 2'S;; TWL 2; APT, PT;