



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 XLIF 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, -;

PART B (Jive)

1 - 4 CHASSE LEFT & RIGHT; CHANGE RIGHT TO LEFT & LEFT TO RIGHT;;;

1 - 4 (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 $\frac{1}{4}$ RF fc LOD leading W to trn LF under raised
lead arms, chasse fwd R/L,R, end LOP fcg WALL,

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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 _ 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 $\frac{1}{4}$ 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/cls R, kick L foot fwd, step in place L/cls R,

PART C

(Jive)

1 - 6 THROWAWAY; STOP & GO;; CHANGE LEFT TO RIGHT -

LINK ROCK TO SEMI;:::

1 - 6 (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 $\frac{1}{4}$ 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;

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, -;

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ENDING (Continued)

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, -;

<p>Note: No phase IV figures, so it dances a lot easier than phased. Stop & Go figure is what requires the Phase IV+1 rating.</p>
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