

Shades On Inside

COPPER KNOB
BY STEPSHEETS

Count: 32

Wand: 4

Ebene: Intermediate

Choreograf/in: Derek Steele (USA) - January 2016

Musik: High Class - Eric Paslay



PRESS, RECOVER, BEHIND, SIDE, FRONT, TOUCH OUT, IN, OUT, ¾ TURNING SAILOR □

- 1-2 Press right foot to right side recover weight on left
3&4 Step right foot behind left foot, step left foot to left side, step right foot in front of left
5&6 Touch left toe to left side, touch left toe next to right foot, touch left foot to left side
7&8 Turning left make a ¾ sailor step left, right, left

WALK, WALK, SHUFFLE FORWARD, ROCK FORWARD, RECOVER, COASTER STEP

- 1-2 Step forward on right foot, step forward on left foot
3&4 Step forward on right foot, step left foot next to right, step forward on right foot
5-6 Rock forward on left foot, recover weight back on right foot
7&8 Step back on left foot, step right foot next to left, step left foot forward

***RESTART ON WALL 2**

¾ TURN SKATING BOX, FORWARD BODY ROLL, SYNCOPATED DWIGHT STEPS

- 1-2 Step right foot to right side, make ¼ turn left stepping left foot to left side
3-4 Make ¼ turn left stepping right foot to right side, ¼ turn left stepping left foot forward
5-6 Slow body roll over two counts leaving weight forward on left
7 With weight on left toe, twist left heel right while touching right toe to right side
& With weight on left heel, shift left toe to right while lifting right knee in front of left leg
8 With weight on left toe, shift left heel right while touching right toe to right side
& With weight on left heel, shift left toe to right while lifting right knee in front of left leg

WIZARD STEP, PIVOT ½, PIVOT ¼, FULL TURN, STEP SIDE

- 1-2& Step right foot forward, step left foot behind right, step right foot forward
3-4 Step left foot forward, pivot ½ turn right
5-6 Step left foot forward, pivot ¼ turn right
7-8 On ball of right foot make full turn right, step left foot to left side

Start Dance Over Again

***RESTART – Wall 2**

Do first 16 counts of the dance and restart facing 6:00 wall