

Marching Down Lover's Lane

COPPER KNOB
STEPPERS

Count: 48

Wand: 2

Ebene: Beginner

Choreograf/in: Lorraine Macmillan (NZ) - April 2018

Musik: Lay Down Your Arms - Anne Shelton : (Album: Music Inspired by Fallout 3 & New Vegas, iTunes)



Start: When vocals begin

VINE RIGHT, STEP TOGETHER, STEP TOUCH

1-4 Step right to right, left behind right, right to right, touch left beside right

5-8 Step left to left, right next to left, left to left, touch right beside left

WALK FORWARD, STEP BACK, TOGETHER, STEP FORWARD, TOGETHER

9-12 Walk forward right, left, right, left

13-16 Step back on right, step left next to right, step right forward, step left next to right

ROCK FORWARD, RECOVER, COASTER, ROCK FORWARD, RECOVER, COASTER

17-18 Rock right forward, recover to left

19 & 20 Step right back, step left next to right, step right forward

21-22 Rock left forward, recover to right

23 & 24 Step left back, step right next to left, step left forward

PADDLE TURN, MARCH, PADDLE TURN, MARCH

25-28 Step right forward, paddle turn 1/4 left, march in place right, left

29-32 Step right forward, paddle turn 1/4 left, march in place right, left

ROCK, RECOVER, SHUFFLE ½ RIGHT, ROCK, RECOVER, SHUFFLE ½ LEFT

33-34 Step right forward, recover to left

35 & 36 Shuffle ½ right (right, left, right)

37-38 Step left forward, recover to right

39 & 40 Shuffle ½ left (left, right, left)

TWO ROCKING CHAIRS

41-44 Step right forward, recover weight to left foot, step right back, recover weight to left foot

45-48 Step right forward, recover weight to left foot, step right back, recover weight to left foot

Repeat from the beginning

Notes:

Restarts: At every second wall, dance steps 1-32, then restart. (This means you restart every time you return to 12 o'clock.)

To finish the last wall, starting at 6pm:

1-4 Step right to right, left behind right, right to right, touch left beside right (6pm)

5-8 Step left to left, right next to left, step left turning half left, step right together.

Contact: lane.macmillan@gmail.com