

Witchcraft (2020)

COPPER KNOB
BY STEPSHEETS

Count: 64

Wand: 2

Ebene: Phrased Intermediate

Choreograf/in: Mariela Barcia (ARG) & Sergio Alejandro (ARG) - May 2020

Musik: Witchcraft - Thyra



Step sheet by: Mariela Barcia & Sergio Alejandro

SEQUENCE: A - A(29) – Tag - B - A - A - A(29) – Tag - B - A - A - A(16) - A - B - A - A - A - A - A(18).

PART A

#1st Sec. SIDE STEP X2, HEEL STRUT X2, ROCK MAMBO

- 1-2 right side step (RF), side step (LF) beside the RF
- 3-4 heel brush and strut forward (RF)
- 5-6 heel brush and strut forward (LF)
- 7-8 Rock forward (RF) and recover the weight on to the left

#2nd Sec. STEP BACK X 2, 1/2 TURN STEP, SCUFF, ¼ TURN STEP-SCUFF (X 2)

- 1-2 step back (RF), step back (LF)
- 3-4 ½ turn step (RF), scuff (LF) beside the right
- 5-6 step forward (LF), ¼ turn (to the right) and scuff beside (RF)
- 7-8 ¼ turn (to the right) step (RF) and scuff beside (LF)

#3rd Sec. KICK- HOOK- KICK, ¼ TURN STEP, CROSS STEP X 2

- 1-2 Kick, hook over the right (LF)
- 3-4 Kick forward (LF), ¼ turn to the left and step (LF)
- 5-6 cross step (RF) over the left, short side step (LF)
- 7-8 cross step (RF) over the left, stomp up (LF) beside the right

#4th Sec. ROCK X 2, ¾ TURN, SWIVEL

- 1-2 Rock forward (LF), recover the weight on to the right
- 3-4 Side rock (LF), recover the weight on to the right
- 5-6 ¾ turn to the right, stomp (LF)
- 7-8 Swivel (both feet, with the weight on the right heel and the left toes) to the right and return to the place

PART B

*1st Sec. ROCK, ½ TURN KICK X 2, STEP, CROSS STEP-KICK

- 1-2 Jumping, rock forward (RF) and ½ turn flick (RF)
- 3-4 Jumping, kick forward (RF) and ½ turn flick (RF)
- 5-6 Jumping, kick forward (RF), step (RF)
- 7-8 Jumping, cross step (LF) over the right and kick forward (LF)

*2nd Sec. ROCK-HOOK-STEP, HOOK, SCOOT FULL TURN, STEP, SCUFF

- 1-2 Jumping, rock forward (LF) and hook (LF)
- 3-4 Jumping, step diagonally back (LF) and hook (RF)
- 5-6 Scoot (RF) twice with full turn to the right
- 7-8 Step (RF) and scuff (LF)

*3rd Sec. GRAPEVINE, KICK X 2, FLICK, JUMP

- 1-2 Short diagonally step forward (LF), cross step (RF) behind the left
- 3-4 Side step (LF), stomp up (RF) beside the left
- 5-6 Jumping, low kick (RF), low kick (LF)
- 7-8 Jumping, flick (LF) and jump forward (both feet together)

***4th Sec. FLICK, ½ TURN KICK, CROSS- KICK, STOMP X 4**

- 1-2 Jumping, flick (RF), ½ turn kick (RF)
3-4 Jumping, cross step (RF) over the left and kick forward (RF)
5-6 side stomp (RF), side stomp (LF)
7-8 stomp (RF) beside the left and stomp up (RF) closer (beside the left).

RESTARTS.

- The second and the sixth walls (both, Part A) have only 29 counts, so: after count 28, you must do a ¾ turn on to the right and stomp (LF). After that, comes the tag and part B
- Wall number 9 (also Part A) has only 16 counts, so: after count 12 you have to do a step forward (LF), hold, stomp (RF) x2. The last one should be a stomp up, to remain the weight on the left and be able to restart Part A

TAG. After walls 2 and 6, you have to do a 3-count-hold, and then restart the dance (Part B).

ENDING. The last wall (number 16) is a Part A with only 18 counts, so: after count 11, you have to do a scuff (LF), heel brush-step forward (LF), heel brush-step forward (RF) and, brush-stomp forward (LF)
