

Comethru

COPPER **KNOB**
BY STEPHENETS

Count: 32

Wand: 4

Ebene: Intermediate

Choreograf/in: Hiroko Carlsson (AUS) - July 2020

Musik: comethru - Jeremy Zucker : (iTunes)



(Intro: Start immediately after 2 counts)

The first wall starts from count 3&4

[S1] Skate-Skate, Shuffle Fwd, 1/4R Side Rock, Behind, 1/4R Shuffle Fwd

- 1 2 Skate forward on R Skate forward on L
3&4 Shuffle forward R-L-R
&5 6 Make a 1/4 turn right stepping(rock) L to the side, Recover weight on R, Step L behind R (3:00)
7&8 Make a 1/4 turn right shuffle forward R-L-R (6:00)

[S2] Side, Scoop, &-Heel-&-Cross-Side, Touch-Unwind, Cross Shuffle

- 1 2 Step L to the side, Scoop R in and out to the side
&3 Step R to the side, Step diagonally forward on L heel
&4& Ball step L to the side, Cross R over L, Step L to the side
5 6 Touch back on R toe, 1/2R unwind weight ends on right foot (12:00)
7&8 Cross L over R, Step R close to L, Cross L over R

[S3] Side, Together, 3/4R Triple Turn, &-Back Rock, 1/2L, 1/4L

- 1 2 Step R to the side, Step L together (prep for triple turn right)
3&4 Make a 1/4 turn right stepping forward on R, Make a 1/4 turn right stepping L in place, Make a 1/4 turn right stepping R together (9:00)
&5 6 Slightly step back on L, Rock back on R, Recover weight on L
7 8 Make a 1/2 turn left stepping back on R, Make a 1/4 turn left stepping L to the side** (12:00)

[S4] Cross Rock-&-Cross-Tap-Tap, Side-Behind Rock, 1/4R w/ Hook 1/2R

- 1 2 Rock R across over L, Recover weight on L, Step R to the side
3&4 Cross L over R (3), Tap L toe behind twice (&4)
&5 6 Step R to the side, Rock L behind R, Recover weight on R
7 8 Make a 1/4 turn right stepping back on L, Make a 1/2 turn right on ball of L hooking R across L (9:00)

Restart on Wall 2 count 24 (9:00), Wall 6 count 24** (12:00)**

The last wall starts 6:00 o'clock, dance up to count 30 – Step L to the side and make a 1/2R spiral turn to the front.

**Please feel free to contact me if you need any further information.(hirokoclinedancing@gmail.com)
(updated: 1/Jul/20)**