

Kamionero

COPPER KNOB
STEPPERS

Count: 40

Wand: 4

Ebene: Newcomer / Novice - Country
LILT (Polka)



Choreograf/in: Michal "Dingo" Janák (CZ) - 7 October 2019

Musik: Ty, já a kamion - Standa Čermák : (Album: Ty, já a kamion)

Restart: During walls 3 and 5 (Section 5 after 1st step turn; totally after counts 38)

Section 1: Step, Touch, Back, Kick, Back Lock step, Coaster step, Shuffle step

- 1 & RF step diagonally forward R, touch LF behind RF,
- 2 & LF step diagonally backwards, RF kick diagonally R,
- 3 & 4 RF step backwards, LF step cross over RF, RF step backwards,
- 5 & 6 LF step backwards, RF step together, LF step forward,
- 7 & 8 RF step forward, LF step together, RF step forward,

Section 2: 2x (Rock step, cross), Back lock step, Coaster step

- 1 & 2 & LF step L, RF recover weight, LF step cross over RF, RF step R,
- 3 - 4 LF recover weight, RF step cross over LF,
- 5 & 6 LF step backwards, RF step cross over LF, LF step backwards,
- 7 & 8 RF step backwards, LF step together, RF step forward,

Section 3: 2x (Shuffle step), ¼ Step turn R, Cross shuffle

- 1 & 2 LF step forward, RF step together, LF step forward,
- 3 & 4 RF step forward, LF step together, RF step forward,
- 5 - 6 LF step forward, ¼ Turn R, RF step R, (3:00)
- 7 & 8 LF step cross over RF, RF together LF, LF step over RF,

Section 4: Kick ball cross, Rock step, Jazz Box

- 1 & 2 RF kick diagonally R, RF step together, LF step cross over RF,
- 3 - 4 RF step R, LF recover weight,
- 5 - 6 RF step over L, LF step back,
- 7 - 8 RF Step to R, LF step Forward,

Section 5: Rocking chair, 2x Step turn

- 1 - 2 RF step forward, LF recover weight
- 3 - 4 RF step backward, recover weight
- 5 - 6 RF step forward, ½ Turn L, LF step forward (9:00)

(Restart walls 3 and 5)

- 7 - 8 RF step forward, ½ Turn L, LF step forward (3:00)

Ending: 8 counts

Jazz Box, Step turn, Stomp, Stomp

- 1 - 2 RF step over L, LF step back
- 3 - 4 RF Step to R, LF step Forward
- 5 - 6 RF step forward, ½ Turn L, LF step forward (12:00)
- 7 - 8 RF Stomp, LF Stomp