

# Walking thru Fires Waltz

COPPER KNOB  
STEPSHEETS

Count: 48

Wand: 4

Ebene: Intermediate

Choreograf/in: Judy Rodgers (USA) - March 2021

Musik: Fires - Jordan St. Cyr : (Album: Fires - amazon)



## #48 count intro (on word 'told') - 2 Restarts

### S1: Step drag, cross rock side, cross hold, turn 1/4 R turn 1/4 R sweep

- 1-3 Step R big step to right side, drag L to R over 2 beats
- 4-6 Cross rock L over R, recover R, step L to left side
- 7-9 Cross R over L, hold for 2 beats
- 10-12 Turn 1/4 right step L back, turn 1/4 right step R to right side, sweep L back to front 6:00

### S2: Step sweep, twinkle, rock hold, recover turn 1/2 L step

- 1-3 Step L fwd, sweep R from back to front over 2 beats
- 4-6 Step R fwd, rock L to left side, recover R
- 7-9 Rock L fwd, hold for 2 beats
- 10-12 Recover R, turn 1/2 left step L fwd, step R fwd 12:00

### S3: Twinkle, cross side behind, turn 1/4 L step point hold, turn 1/2 R sweep/sailor step

- 1-3 Step L fwd, rock R to right side, recover L
- 4-6 Cross R over L, step L to left side, step R behind L
- 7-9 Turn 1/4 left step L fwd, point R to right side, hold 9:00
- 10-12 Turn 1/2 right sweep/step R behind L, step L to left side, step R to right side 3:00

### S4: Fwd basic, back turn 1/4 L together, back back turn 1/4 L sway, sway sway touch

- 1-3 Step L fwd, step R beside L, step L beside R
- 4-6 Step R back, turn 1/4 left step L to left side, step R beside L 12:00
- \*\*\*\*\* Restart here on Wall 3 and Wall 8 (Change Count 42 - Touch R beside L.)
- 7-9 Step L back, step R back, turn 1/4 left step/sway L 9:00
- 10-12 Sway R to right, sway L to left, touch R beside L

There are 2 restarts:

Wall 3 and Wall 8 both start facing 6:00 and Restart facing 6:00 - dance 42 counts with step change, and restart

Ending: Wall 11 is the last wall (starts facing 12:00) -

Dance S1 (1 - 12), step L fwd turn 1/2 left step R back touch L to face front and smile!

\*\* Thanks to Mary Blackmon for suggesting this beautiful/ touching music! \*\*

Last Update - 25 March 2021