

# Bailar Remix

**COPPER** **KNOB**  
BY STEPHEN

Count: 48

Wand: 2

Ebene: Phrased Improver

Choreograf/in: Vivin Rengga Dini (INA) - May 2021

Musik: Bailar (feat. Pitbull & Elvis Crespo) - Deorro



Sequence : ABB ABB ABB AB

Start after 20 count

## PART A - 16c

### Season 1 - STEP OUT R L , HIP ROLL , STEP IN R L , SHOLDER MOVE TO ROLL R L

- 1 2 Step R out - Step L out
- 3 4 hip roll R to L
- 5 6 Step R in - Step L together
- 7 8 Turn R Shoulder from forward to back - Turn L shoulder from forward to back

### Season 2 - SIDE MAMBO R L , FORWARD STEP , PIVOT

- 1&2 Step RF to R side - recover LF - step RF beside to LF
- 3&4 Step LF to L side - recover RF - step LF beside to RF
- 5 6 Step RF forward LF - turn L ½
- 7 8 Step RF forward LF - turn L ½

## PART B - 32c

### Season 1 - WALK , LOCK STEP , TURN ½ L , SWEP , TOUCH

- 1-2 Step RF forward LF - step LF forward RF
- 3&4 Step RF forward LF - step LF behind RF - step RF forward LF
- 5 6 Step LF forward RF - step RF recover LF
- 7-8 Turn LF ½ to L - turn ½ L sweep RF and touch RF beside LF

### Season 2 - SIDE TOGETHER , CASE, ROCK RECOVER , SAILOR TURN L ¼

- 1 2 Step RF to Side R - step LF to next RF
- 3&4 Step RF to side R - step LF to next RF - step RF to side R
- 5 6 Step LF Forward RF - step RF recover LF
- 7&8 Turn ¼ stepping LF behind RF with sweep - step RF to side R - LF in place

### Season 3 - WALK R L R L ( WITH CLAP ) , FORWARD , ROCK RECOVER , TURN L ½ , FLICK

- 1 2 Walk RF forward LF with clapping - walk LF forward RF with clapping
- 3 4 Walk RF forward LF with clapping - walk LF forward RF with clapping
- 5 6 Rock RF Forward - recover LF
- 7 8 Rock RF Forward - turn L ½ stepping LF Forward with RF flick

### Season 4 - ROCKING CHAIR , PEDDLE ¾ , TURN L ¼ , TOUCH

- 1 2 Step RF forward LF - recover LF
- 3 4 turn R ¼ step back RF - recover RF
- 5 6 turn L ¼ touch poin RF - turn L ¼ touch point RF
- 7 8 turn L ¼ touch poin RF - turn L ¼ touch RF beside LF

enjoy for dance

Contact: [vrdziezie@gmail.com](mailto:vrdziezie@gmail.com)