

# Dance With Me (Tanz mit mir)

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

Count: 32

Wand: 4

Ebene: High Improver

Choreograf/in: Runa (DK) - June 2021

Musik: Tanz mit mir - Faun & Santiano : (iTunes)



**Intro: 8c ( start the dance on first main beat )**

**Place your hands on your hips during section 1 and section 4**

## **S1. Heel switches, ( heel, hook, heel, together ) x 2 (R-L), heel switches**

- 1&2& Touch R heel diag fwd, step R beside L, touch L heel diag fwd, step L beside R  
3&4& Touch R heel diag fwd, hook R in front of L leg, touch R heel diag fwd, step R beside L  
5&6& Touch L heel diag fwd, hook L in front of R leg, touch L heel diag fwd, step L beside R  
7&8& Touch R heel diag fwd, step R beside L, touch L heel fwd, step L beside R

## **S2. Vaudeville ¼ turn R, vaudeville, weave, cross-mambo with touch**

- 1&2& Cross R over L, step back on L making ¼ turn R, touch R heel diag fwd, step R beside L  
3&4& Cross L over R, step R to R side, touch L heel diag fwd, step L beside R  
5&6& Cross R over L, step L to L side, step R behind L, step L to L side  
7&8 Cross-Rock R over L, recover on L, touch R beside L

## **S3. Mambo ½ turn R, R full turn fwd (L-R-L), mambo ½ turn R, run (L-R-L)**

- 1&2 Rock fwd on R, recover on L, turn ½ R and step R fwd  
3&4 Step L fwd ¼ turn R, step R fwd ½ turn R, step L fwd ¼ turn R  
5&6 Rock fwd on R, recover on L, turn ½ R and step R fwd  
7&8 Run fwd on L, run fwd on R, run fwd on L

## **S4. (Toe, heel, stomp) x 2 (R-L), toe switches, point, point**

- 1&2 Touch R toes beside L, touch R heel beside L, stomp fwd on R  
3&4 Touch L toes beside R, touch L heel beside R, stomp fwd on L  
5&6& Touch R toes fwd, step R beside L, touch L toes fwd, step L beside R  
7&8& Point R to R side, step R beside L, point L to L side, step L beside R

## **ENDING:**

**Last wall 9 starts at 12:00. Dance the first 14 counts and replace "step L to L side" with "step L ¼ turn L" to face 12:00 and end the dance with "fwd mambo": Rock fwd on R, recover on L, step R beside L**