

# Platinum Elevator (白金升降機)

COPPER KNOB  
BY STEPHEN

Count: 32

Wand: 4

Ebene: Beginner

Choreograf/in: S C Fan (AUS) - March 2024

Musik: Bai Jin Sheng Jiang Ji (白金升降機) - Elisa Chan (陳潔靈)



Intro: 40 counts

Start with weight on L foot

No tag 1 restart – see below

## [1-8] CROSS TOE STRUT R, SIDE TOE STRUT L; CROSS, ¼ R, SIDE, HOLD (3.00)

1-2 Cross Right over Left toe strut,

3-4 Step Left to left side toe strut

5-8 Step Right cross over Left, step Left back with ¼ turn to the right, step Right to right side, hold (3.00)

## [9-16] FORWARD MAMBO, HITCH; BACK MAMBO ½ L, TOGETHER (9.00)

1-4 Left forward, recover on Right, step Left back, Hitch Right knee

5-8 Step Right back, recover on Left, ½ L stepping Right back, step Left next to Right (9.00)

## [17-24] STOMP DIAGONALLY, HOLD, HEEL TWIST, FLICK; STOMP DIAGONALLY, HOLD, HEEL TWIST, HOOK (9.00)

1-2 Stomp Right forward to the right diagonal; body slightly lean forward, Hold

3&4& Twist Left heel to the right, to the centre, to the right and flick Left at the back

5-6 Stomp Left back to the left diagonal, body slightly lean backward, hold

7&8& Twist Right heel to the left, to the centre, to the left and hook Right in front of Left (9.00)

## [25-32] JAZZ BOX ; PIVOT ¼ L, PIVOT ¼ L\*\* (3.00)

1-4 Cross Right over Left, step Left back on left side, step Right on right side, step Left net to Right

5-8 \*\* Step Right forward Pivot ¼ L . Step Left forward, pivot ¼ L (3.00)

**\*\*Optional: change counts 28 – 32 (Section 4 counts 5-8) as follows for more fun**

### KICK BALL CHANGE ¼ L X 2

5&6 Right kick ball change with ¼ turn to the left (12.00)

7&8 Left kick ball change with a ¼ turn to the left (3.00)

## ONE RESTART

Wall 6 – Dance the first 7 counts. On the 8th count, step Left next to Right. Restart facing 6.00

1-4 Right cross toe strut, Left side toe strut

5-7 Step Right cross over Left, step Left back with ¼ turn to the right, step Right to right side

8 Step Left next to Right , weight on Left foot and restart facing 6.00

Enjoy!