

Shattered Dreams

COPPER KNOB
BY STEPHENETS

Count: 32

Wand: 4

Ebene: Intermediate

Choreograf/in: Barry Amato (USA)

Musik: Shattered Dreams - Johnny Hates Jazz



TOUCH DIAGONAL, TOUCH SIDE, STEP BEHIND, TOUCH DIAGONAL, TOUCH SIDE, STEP BEHIND, ¼ TURN, TURNING TRIPLE

- 1-3 Touch right across left, touch right foot to right side, step right foot behind left
4-6 Touch left across right, touch left foot to left side, step left foot behind left,
7 ¼ turn to the right, stepping forward on the right foot
8&1 Step forward on the left foot, ½ turn pivot right with right foot taking weight, step forward on the left foot

HOLD, STEP TOGETHER, STEP FORWARD, HOLD, ½ TURN PIVOT, STEP BACK, COASTER STEP

- 2&3 Hold, step right foot forward bring it to meet left foot, step left foot forward
4-6 Hold, step forward on right foot, ½ turn pivot to left with left foot taking weight
7 With weight on left foot, pivot on ball of left foot a ½ turn left and step back on right foot
8&1 Step back left foot, step right foot together with left, step forward left to complete coaster step

TOUCH SIDE, JAZZ BOX, STEP/½ TURN PIVOT, ¼ TURN TRIPLE STEP

- 2-3 Touch right foot to right side, being jazz box, crossing right over left
4-6 Step back on left foot, step right side on right foot, step forward on left foot
7 ½ turn pivot to the right with right foot taking weight
8&1 Step forward on the left foot, ¼ turn to the right with right foot taking weight, cross left foot over right with left foot taking weight

ROCK SIDE, RECOVER (WITH CUBAN MOTION), STEP BEHIND, ¼ TURN, STEP/½ TURN, ROCK SIDE, RECOVER

- 2-3 Rock to the right on ball of right foot recover on left foot
4-6 Step right foot behind left, ¼ turn to the left and step forward on left foot, step forward on the right foot
7 ½ turn pivot to the left with left foot taking weight
8& Rock to the right side on the right foot, recover in place on left

Touching forward with the right foot takes you to count 1 at the top of dance

On counts 2-3 and 8&, use your hips (Cuban motion) to emphasize move as opposed to large steps

REPEAT
