

# The Tin Man

Count: 32

Wand: 4

Ebene: Intermediate

Choreograf/in: Karen Hadley (UK)

Musik: The Tin Man - Kenny Chesney



## BACK, COASTER STEP, BALL-STEP, FORWARD ROCK, BACK, ¼ TURN RIGHT, CROSS

- 1 Large step back on left
- 2&3 Step back on right, step left beside right, step forward on right
- &4 Step ball of left beside right, step forward on right
- 5-6 Rock forward on left, rock back on right
- 7&8 Step back on left, turning ¼ turn right step right to right side, cross step left over right (3:00)

## POINT, CROSS, ¼ TURN RIGHT, ¼ TURN RIGHT, CROSS ROCK, SIDE, CROSS, SIDE, BACK, SWEEP

- 1-2 Touch right toe to right side, cross step right over left
- 3& Turning ¼ turn right step back on left, turning ¼ turn right step right to right side
- 4-5 Cross rock left over right, rock back on right in place
- 6&7 Drag left to step left to left side, cross step right over left, step left to left side
- 8& Step straight back on right, sweep left out from front to back, (9:00)

## SAILOR CROSS, ¼ TURN LEFT, BACK, TOUCH ACROSS, STEP, TRIPLE FULL TURN RIGHT (TRAVELING FORWARD) ROCK BACK

- 1&2 Cross step left behind right, step right to right side, cross step left over right
- 3&4 Turning ¼ turn left step back on right, step slightly back on left, touch right toe across left
- 5 Step forward on right
- 6&7 Triple full turn right traveling forward, stepping - left, right, left, (rocking forward on last step)

**Alternative: - step forward on left, lock step right behind left, step forward on left**

- 8 Rock back on right in place, (6:00)

## COASTER CROSS, SIDE ROCK & CROSS, SIDE, BEHIND, ¼ TURN LEFT, STEP, PIVOT ½ TURN LEFT, STEP ½ TURN RIGHT

- 1&2 Step back on left, step right beside left, cross step left over right
- 3&4 Rock right to right side, rock on left in place, cross step right over left
- 5&6 Step left to left side, cross step right behind left, step left ¼ turn left
- 7&8 Step forward on right, pivot ½ turn left, step forward on right
- & On ball of right make ½ turn right (3:00)

**REPEAT**