

# Stepping Stone

**COPPER KNOB**  
STEPPERS

Count: 32

Wand: 2

Ebene: Intermediate

Choreograf/in: Joey Warren (USA) - October 2008

Musik: Stepping Stone - Duffy



## Step ¼ Turn, Step-Rock, Step x2, ¼ Turn Step-Cross, Side Step-Hold, Cross-Rock Recover- ½ Turn R Stepping Forward

- 1-2-& Step R to R while starting ¼ turn L, Step L foot down, Step R foot beside L
- 3-4-& Rock L foot forward, Step R foot back, Step L foot beside R
- 5-6-& ¼ turn R stepping R foot to R side, Cross L over R, Step R foot to R side
- 7-&-8 Hold, Cross L foot over R, Rock R foot forward diagonally

**\* (For count 1 – while stepping out on R, Lift L foot slightly off the ground)**

## Recover-Half Turn R, Rock & Cross x2, Rock-Recover-Hitch, Hold, ½ Turn L

- & - 1 Recover back on L foot, ½ Turn R stepping R foot forward diagonally
- 2-&-3 Rock L to L side, Recover over on R, Cross L foot over the R
- 4-&-5 Rock R to R side, Recover over on L, Cross R foot over L
- 6-&-7 Rock forward on L foot, Recover back on R while hitching L knee, Hold
- &-8-& ½ Turn L stepping L forward, Step R beside L, Step L slightly forward lining up with the 3 o'clock wall

**\* (All of these steps should be done to your R diagonal, except the last step)**

## Box Step, Step Lock Step, Rock-Recover-Step, Hold, Step-Brush-Step

- 1-2-& Step R out to R side, Step L next to R, Step R foot back
- 3-4-& Step L foot out to L, Step R foot forward, Lock L foot behind R
- 5-6-& Step R foot forward, Rock back on L foot, Recover on to R foot
- 7-&-8 Hold, Brush L foot forward, Hitch L knee

## Step-Rock, 1 ¼ Turn R, Rock Recover Side, Cross Rock Recover x2

- & - 1 Step down on L foot, Rock R foot forward
- 2-&-3 Recover back L foot, ½ turn R stepping R forward, ½ turn R stepping back on L
- 4-&-5 ¼ turn R rocking out on R foot, Recover on L, Cross-Rock R foot in front of L
- 6-&-7 Recover weight back on L, Rock R foot out to R side, Hold
- &-8-& Recover weight back on L, Cross Rock R foot behind L, Recover on L foot

**Begin Again! No Tags or Restarts!**