

Happy Man

COPPER KNOB
BY STEPHEN HETS

Count: 48

Wall: 4

Level: Improver

Choreographer: Jean Welser (USA) - January 2016

Music: Die a Happy Man - Thomas Rhett



#16 count intro

S1: CHA BASIC & STEP LOCKS

1,2,3&4 Right step back, replace left, step right to right side, close left, step right to right side
5,6,7,8 Step forward left, right foot scooting behind left; repeat

S2: SWEEP & SKIP TURN

1,2-4 Step forward left, sweep right foot forward for 3 counts
5,6,7&8 Cross left foot over right making quarter turn to right (3:00 wall) with slight skipping action; step right, then step left, right, left in place

S3: CHA BASIC & STEP POINTS

1,2,3&4 Cha cha basic starting with right foot (as at beginning of dance)
5,6,7,8 Step forward left, point right toe to right side, step in front of left w. right, and point to left side with left

S4: VOLTA/OUT OUTS

1,2,&3,4 Cross left over right (ct.1), hold (2), step to right w. ball of right foot (&), cross left over right (3) (rotating hips slightly) and hold (4)
5,6,&7,8 Cross right foot over left (ct. 5) and twist a half turn to left(6) (9:00 wall) step out right(&) step out left(7) and hold (8)

S5: STEP LOCK SHUFFLES & MAMBO

1,2,&3,4& Right step forward (slight diagonal right), scoot left foot forward behind right, right step forward; left step forward (slight diagonal left), scoot right foot forward behind left, left step forward
5&6, 7&8 Mambo forward (right forward, left in place, right replace) and mambo back (left back, right in place, left replace)

S6: PIVOT TURNS & WEIGHT SHIFT

1&2, 3&4 Half turn left (step right forward, pivot ½ turn left on left foot, step forward right) (3:00 wall) and half turn right (step forward left, pivot ½ turn right on right foot, step forward left)(9:00 wall)
5&6, 7,8 Three count vine – right foot to right side, left behind right, right to side; sweep left foot a half turn right pointing toe (3:00 wall), and shift weight onto left foot while popping right knee out in preparation for starting next wall.

Performance notes: There is one Restart on the fifth wall (bridge) after 32 counts (at the end of the “out outs”) and hold.

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