

Always

COPPER **KNOB**
BY STEPHENETS

Count: 32

Wall: 4

Level: Improver / Intermediate NC

Choreographer: Trine Haukø Lund (NOR) - January 2017

Music: That Man - Jon Pardi



#16 count intro

Section 1: Big step L, 1/4 diamond R, cross rock L-R, 1/4 turn R, walk forward L-R

- 1-2& Step LF to L, turn 1/8 to R(1.30), step RF backwards, step LF backwards
3-4& Turn 1/8 to R(3.00) step RF to R, cross rock LF over RF, recover on RF
5-6& Step LF to L, cross rock RF over LF, recover on LF
7-8& 1/4 turn R(6.00), step forward on RF, walk forward L-R

***Option count 7-8&: 1/4 turn R, Full turn R:**

***1/4 turn R(6.00) Step forward on RF, 1/2 turn R(12.00), step back on LF, 1/2 turn R(6.00), step RF forward**

Section 2: Rock recover, 1/4 turn L, sway R-L-R, walk forward L-R, step 1/2 turn R, step

- 1-3 Rock forward on LF, recover on RF, 1/4 turn L(3.00), step LF to L
4&5 Sway R-L-R
6-7 Walk forward L-R
8&1 Step forward on LF, 1/2 turn R(9.00), recover on RF, step LF forward

Section 3: Walk forward R-L, 1/4 turn L, basic R-L, 1/4 turn R, sweep L, sweep R

- 2&3 Walk forward R-L. 1/4 turn L(6.00), big step to R

***Option count 2&3: Full turn L, 1/4 turn R, big step R**

***1/2 turn L(3.00), step RF backwards, 1/2 turn L(9.00), step LF forward, 1/4 turn L(6.00), big step R □**

- 4&5 Close LF behind RF, cross RF over LF, big step to L
6&7 Close RF behind LF, cross LF over RF, 1/4 turn R(9.00), step RF forward, sweep LF □ from back to front
8&1 Step LF across RF, step RF to R, step LF behind RF, sweep RF from front to back

Section 4: Syncopated weave, scissor step, side, cross, basic R

- 2&3 Cross RF behind LF, step LF to L, step RF across LF
4&5 Step LF to L, step RF next to LF, cross LF over RF
6&7 Step RF to R, cross LF over RF, big step to R

***Option count 6&7: Full turn L**

***1/4 turn L(6.00), step RF backwards, 1/2 turn L(12.00), step LF forward, 1/4 turn L(9.00), step RF to R**

- 8& Close LF behind RF, cross RF over LF

TAG: After wall 2 there is a 4 count Tag. Facing 6 o'clock

- 1-4 Step LF to L and sway L-R-L-R