

# The Oak No 2 (aka Visingsö 2017)

COPPERKNOB  
STEPPESHEETS

Count: 64

Wall: 2

Level: Improver

Choreographer: A bunch of Swedes on island of Visingsö (SWE) - March 2017

Music: As I Lay Me Down - Wiktoria



Intro: 4 counts

**[1 – 8] R side together, R chasse, L cross rock, L chasse**

- 1 – 2 Step R to right, step L beside R
- 3 & 4 Step R to R side, step L next to R, step R to R side
- 5 – 6 Cross rock L over R, recover on R
- 7 & 8 Step L to L side, step R next to L, step L to Left side

**[9 – 16] R Rolling wine, L Rolling wine □**

- 1 – 4 Turn  $\frac{1}{4}$  R stepping R fwd, turn  $\frac{1}{2}$  R stepping L back, turn  $\frac{1}{4}$  R stepping R to R side, Touch L beside R
- 5 – 8 Turn  $\frac{1}{4}$  L stepping L fwd, turn  $\frac{1}{2}$  L stepping R back, turn  $\frac{1}{4}$  L stepping L to L side, touch R beside L

**\* Restart here at wall 6 (12)**

**[17 – 24] Diagonal step touch**

- 1 – 2 Step R diagonally fwd, touch L together
- 3 – 4 Step L diagonally back, touch R together
- 5 – 6 Step R diagonally back, touch L together
- 7 – 8 Step L diagonally fwd, touch R together

**[25 – 32] R shuffle fwd, step fwd L pivot  $\frac{1}{2}$  R, R shuffle fwd, step fwd L Pivot  $\frac{1}{2}$  R**

- 1 & 2 Step fwd on R, step L next to R, step fwd on R
- 3 – 4 Step fwd on L,  $\frac{1}{2}$  turn R
- 5 & 6 Step fwd on R, step L next to R, step fwd on R
- 7 – 8 Step fwd on L,  $\frac{1}{2}$  turn R

**\* Restart here at wall 4 (6) and wall 7 (12)**

**[33 – 40] Step turn  $\frac{1}{4}$  L x2, Jazzbox**

- 1 – 2 Step R fwd,  $\frac{1}{4}$  turn L
- 3 – 4 Step R fwd,  $\frac{1}{4}$  turn L
- 5 – 6 Cross R over L. Step back on L
- 7 – 8 Step R to R side. Step L beside R

**[41 – 48] Step turn  $\frac{1}{4}$  L x2, Jazzbox**

- 1 – 2 Step R fwd,  $\frac{1}{4}$  turn L
- 3 – 4 Step R fwd,  $\frac{1}{4}$  turn L
- 5 – 6 Cross R over L. Step back on L
- 7 – 8 Step R to R side. Step L beside R

**\* Restart here at wall 2 and 3 (6)**

**[49 – 56] Jump fwd R L, hold, Jump back R L, hold, hip bumps**

- &1 – 2 Jump fwd on R L, hold and clap
- &3 – 4 Jump back on R L, hold and clap
- 5 – 6 Bump hip to R, bump hips to L
- 7 & 8 Bump hip to R L R, weight on R

**[57 – 64] Step L fwd, turn  $\frac{1}{2}$  L, L coaster, R kick ball change, hip bumps**

1 – 2            Step L fwd, turn ½ L stepping R foot back  
3 & 4            Step L back, step R back next to L, step L fwd  
5 & 6            Kick R fwd, step R beside L, step L beside R  
7 – 8            Bump hip to R, bump hip to L

**Restarts:-**

[1] □ Wall 2 (6) after 48 counts  
[2] □ Wall 3 (6) after 48 counts  
[3] □ Wall 4 (6) after 32 counts  
[4] □ Wall 6 (12) after 16 counts  
[5] □ Wall 7 (12) after 32 counts

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