

The Oak No 2 (aka Visingsö 2017)

COPPERKNOB
BY STEPHEN

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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