

# Wild One

COPPERKNOB  
STEPSHEETS

Count: 48

Wall: 4

Level: Novice Country

Choreographer: Marie-Theres Dorner (AUT) - September 2017

Music: Wild One - Jerry Lee Lewis



Phrasing: in the walls 4, 5, 7,8 you ONLY dance 32 Counts

Intro: 16 Counts

## S1: Triple Step, back rock, triple step ¼ turn, back rock

- 1&2 RF step to the right, LF step next to RF, RF step to the right  
3-4 LF back rock, recover weight on RF  
5&6 LF step to the left, RF step next to RF, RF step back with a ¼ to the left  
7-8 RF back rock, recover weight to LF

## S2: Kick, Kick, bend knees, Rock step, ¼ turn triple step

- 1& kick forward, RF step next to LF  
2& LF kick forward, LF step next to RF  
3-4 bend both knees forward and back in place  
5-6 RF rock step forward, recover weight back to LF  
7&8 RF step to the right with a ¼ turn, LF step next RF, RF step to the right

## S3: 2 x crossing heel grind, side kick, jazz box ¼ turn, touch

- 1-2 Grind left heel crossing over RF, RF step to the right  
3-4 Grind left heel crossing over RF, RF kick to the right  
5-6 RF cross over LF, LF step back with a ¼ turn to the right  
7-8 RF step to the right, LF touch next to RF

## S4: Step diagonal, together, step, touch, step diagonal, together, step, touch

- 1-2 LF step diagonal fwd., RF step next to LF  
3-4 LF step diagonal fwd., RF touch next to LF  
5-6 RF step diagonal fwd., LF step next to RF  
7-8 RF step diagonal fwd., LF touch next to RF

## S5: Rocking chair, step turn step hold

- 1-2 LF step forward, recover weight on RF  
3-4 LF step back, recover weight to RF  
5-6 LF step forward, half turn over right shoulder, weight on RF  
7-8 LF step forward, hold

## S6: ½ turn hold, ¼ turn hold, elvis knees, weight change

- 1-2 RF step back with a half turn over left shoulder, hold  
3-4 LF step to the left with a ¼ turn to the left, hold  
5-6 Bend right knee to the inside, back in place  
7-8 Bend left knee to the inside, back in place, weight on LF

Contact: [crazydancerin@gmail.com](mailto:crazydancerin@gmail.com)