

La Vie En Rose

COPPER KNOB
BY STEPSHEETS

Count: 64

Wall: 4

Level: Easy Improver

Choreographer: Amy Yang (TW) - October 2018

Music: La Vie En Rose - Chris Commissio



Intro : 16 counts

Sec. 1: VINE(R&L)

1 - 4 Step RF to R, Cross LF behind RF, Step RF to R, Touch LF beside RF
5 - 8 Step LF to L, Cross RF behind LF, Step LF to L, Touch RF beside LF

Sec. 2: ROCKING CHAIR, CROSS, POINT, 1/4 TURN L STEP, POINT

1 - 4 Step RF forward, Recover onto LF, Step RF back, Recover onto LF
5 - 8 Cross RF over LF, Point LF to L, 1/4 turn L step on LF, Point RF to R(09:00)

Sec. 3: CROSS, SIDE, CORSS SHUFFLE, SIDE, BESIDE, FORWARD SHUFFLE

1-2,3&4 Cross RF over LF, Step LF to L, Cross RF over LF, Step LF to L, Cross RF over LF
5-6,7&8 Step LF to L, Step RF beside LF, Step LF forward, Lock RF behind LF, Step LF forward

Sec. 4: SIDE, BESIDE SIDE, TOUCH(R&L)

1 - 4 Step RF to R, Step LF beside RF, Step RF to R, Touch LF beside RF
5 - 8 Step LF to L, Step RF beside LF, Step LF to L, Touch RF beside LF

Sec. 5: BACK, RECOVER, 1/2 TURN L BACK, SWEEP, WEAVE, POINT

1 - 4 Step RF back, Recover onto LF, 1/2 turn L step RF back, Sweep LF from front to back(03:00)
5 - 8 Step LF behind RF, Step RF to R, Cross LF over RF, Point RF to R

Sec. 6: MONTEREY 1/4 TURN R, BACK, RECOVER, SIDE, BESIDE

1 - 4 Making 1/4 turn R step RF beside LF, Point LF to L, Step LF beside RF, Point RF to R
(06:00)
5 - 8 Step RF back, Recover onto LF, Step RF to R, Step LF beside RF

Sec. 7: SIDE, HOLD, BEHIND, RECOVER(R&L)

1 - 4 Step RF to R, Hold, Step LF behind LF, Recover onto RF
5 - 8 Step LF to L, Hold, Step RF behind LF, Recover onto LF

Sec. 8: FORWARD, PIVOT 1/8 TURN L(x2), SWAY, HOLD(R&L)

1 - 4 Step RF forward, Pivot 1/8 turn L step on LF, Step RF forward, Pivot 1/8 turn L step on LF
(03:00)
5 - 8 Sway hip R, Hold, Sway hip L, Hold

Start again

Restarts : During wall 3, after 24 counts (facing 03:00)

Ending : During wall 6, after 36 counts. Turn to face 12:00 and end.

Have Fun & Happy Dancing!

Contact Amy Yang:yang43999@gmail.com

