

# Across The County Line

**COPPER** **KNOB**  
BY STEPHEN

**Count:** 32

**Wall:** 4

**Level:** Improver

**Choreographer:** Neville Fitzgerald (UK) & Julie Harris (UK) - March 2019

**Music:** County Lines - Jimmie Allen : (iTunes)



## Intro..16 Counts

### Side, Together Shuffle Step, Rock Recover Lock Step Back.

- 1-2 Step Left to Left side, step Right next to Left.
- 3&4 Step Left forward, step Right next to Left, step Left forward.
- 5-6 Rock forward on Right, recover back on Left.
- 7&8 Step back on Right, lock Left across Right, step back on Right.

### Out, Out, Behind & Cross, Rock recover, Behind, 1/4 Step.

- 1-2 Step Left out and slightly to Left diagonal, step Right out and slight to Right diagonal.
- 3&4 Cross step Left behind Right, step Right to Right side. Cross step Left across Right.
- 5-6 Rock Right to Right side, recover side Left.
- 7&8 Cross step Right behind Left, make 1/4 turn to Left stepping forward on Left, step forward Right.(9.00)

### Rock, Recover, 1/2 Shuffle, 1/4 Chasse, Rock, Recover.

- 1-2 Rock forward on Left, recover back on Right.
- 3&4 Make 1/4 turn to Left stepping Left to Left side, step Right to Right side, make 1/4 turn to Left stepping Left forward. (3.00)
- 5&6 Make 1/4 turn to Left stepping Right to Right side, step Left to Right, step Right to Right side. (12.00)
- 7-8 Cross rock Left behind Right, recover forward on Right.

### Kick Ball Cross, 1/4 Hip Bumps, 1/2 Hips Bumps, Rock Recover.

- 1&2 Kick Left to Left diagonal, step Left next to Right, cross step Right over Left.
- 3&4 Make 1/4 turn to Right stepping back on Left bumping Left hip back, bump Right hip forward, bump Left hip back (weight Left) (3.00)
- 5&6 Make 1/4 turn Right stepping Right to Right side bumping Right hip to Right, bump hips Left, 1/4 turn Right bumping Right hip forward (weight Right) (9.00)
- 7-8 Rock forward on Left, recover back on Right.

### Restart on Wall 3 & 7

**Dance Up To & Including Count 16 Then Restart From Beginning.**

**Last Update - 12 March 2019**

---