

# Crowders Wildfire

**COPPER** **KNOB**  
BY STEPHENETS

Count: 48

Wall: 4

Level: Phrased Intermediate / Advanced



Choreographer: Tom Inge Soenju (NOR) - March 2022

Music: Wildfire - Crowder

Music Available on all major music platforms and providers

Intro: 16 counts from when the beat kicks in (24 counts in total).

Sequence: AAB AAB ATag AB

Tag/Restart: 1 Tag after wall 7.

End: Dance ends with end of Part B. Instead of "step-lockstep fwd", do a "½ R B shuffle" to front and pose.

## PART A, 32C:

### Section 1: R BRUSH, OUT-OUT, KNEE SWIVEL, KICK, SAILOR STEP, ½ L SAILOR TURN INTO CROSS SHUFFLE

- 1&2 Brush RF fwd and out to R side, Step (jump) ball of RF to R diagonal, Step (jump) LF out to L side
- &3& Twist R knee inwards (&) and outwards (3), Kick RF to R diagonal
- 4&5 Step RF back, Step LF to L side, Step RF to R side
- 6&7 ¼ L turn stepping LF behind RF, Step RF next to LF, ¼ L turn crossing LF over RF [06:00]
- &8 Step ball of RF behind LF, Cross LF over RF

### Section 2: MAMBO B DRAG, COASTER STEP, OUT-OUT, IN-IN, STEP, FULL L PIVOT TURN (½, ½)

- 1&2 ¼ R turn rocking RF fwd, Transfer weight onto LF, Long step back on RF dragging LF towards RF [09:00]
- 3&4 Step LF back, Step RF next to LF, Step LF fwd
- 5&6& Jump RF to R diagonal, jump LF to L side, Jump RF back, Jump LF next to RF (small jumps)
- 7&8 Step RF fwd, ½ L turn stepping LF fwd, ½ L turn stepping RF back [09:00]

### Section 3: ¼ L CHASSE, ¼, ½ SKATE TURNS ON SPOT, FULL R CHAINE TURN, ½ B SHUFFLE TURN

- 1&2 ¼ L turn stepping LF to L side, Step RF next to LF, Step LF to L side [06:00]
- 3-4 ¼ R turn skating RF fwd, ½ L turn skating LF fwd [03:00]
- 5&6 ½ R turn stepping RF fwd, Full R turn with collected feet changing weight from RF to LF, Step RF fwd [09:00]
- 7&8 ¼ R turn stepping LF to L side, Step RF next to LF, ¼ R turn stepping LF back [03:00]

### Section 4: COASTER STEP, KICK-BALL-POINT, MOD FULL R MONTEREY TURN WITH SWEEP (½, ½), CROSS ROCK, REC, SIDESTEP

- 1&2 Step RF back, Step LF next to RF, Step RF fwd
- 3&4 Kick LF fwd, Step ball of LF next to RF, Point RF to R side
- 5&6 ½ R turn dragging RF in towards LF, Step down on RF next to LF [09:00], ½ R turn sweeping LF ¾ from L to front [03:00]
- 7&8 Cross (rock) LF over RF, Transfer weight onto RF, Step (long) LF to L side

## PART B, 16C:

### Section 1: R KICK-BALL-POINT, ½ L TURN (¼, ¼), STEP, SKATE x2, DIAG STEP-LOCKSTEP

- 1-2 Kick RF fwd, Step ball of RF next to LF, Point LF to L side
- 3&4 ¼ L turn stepping LF fwd, ¼ L turn stepping RF back, Step LF fwd
- 5&6 Skate RF to R diagonal, Skate LF to L diagonal
- 7&8 Step RF to R diagonal, Lock LF behind RF, Step RF to R diagonal

### Section 2: L KICK-BALL-POINT, ½ R TURN (¼, ¼), STEP, SKATE x2, DIAG STEP-LOCKSTEP

- 1&2 Kick LF fwd, Step ball of LF next to RF, Point RF to R side

3&4                ¼ R turn stepping RF fwd, ¼ R turn stepping LF back, Step RF fwd  
5-6                Skate LF to L diagonal, Skate RF to R diagonal  
7&8                Step LF to L diagonal, Lock RF behind LF, Step LF to L diagonal  
**(Optional: Raise palms upwards (7), Lower hands (&), Raise palms upwards (8))**

**Start again and enjoy! Happy Dancing!**

**TAG 1: After wall 7.**

**Section 1: Step - ½ PIVOT TURN x2, SCUFF, OUT-OUT, SWIVELS**

1-2                Step RF fwd, ½ L turn (weight on LF) [06:00]  
3-4                Step RF fwd, ½ L turn (weight on LF) [12:00]  
5&6                Scuff RF fwd and out to R side, Step (jump) RF to R diagonal, Step (jump) LF out to L side  
7&8&              Swivel L heel L and R toes R (toes pointing towards R diag), Swivel back to starting position,  
                      Swivel L toes L

**and R heel R toes pointing towards L diag), Swivel back to starting position**

**(OPT: Applejacks instead of swivels on count 7&8&)**

**(START again with PART A)**

**If anything is unclear or if you would like additional information, please contact me on:**

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[www.soenju.dance](http://www.soenju.dance)**

**Abbreviations: BPM: Beats per minute, S: Section, C: Count(s), R: Right, L: Left, F: Foot,  
Fwd: Forward, B: Back, MOD; Modified, REC;. Recover, Diag: Diagonal**

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