

Let's Country Roads

COPPER KNOB
BY SHEETS

Count: 32

Wall: 2

Level: Beginner

Choreographer: Luci Chryz (INA) - October 2022

Music: Country Roads (Radio Dance Version) - Hermes House Band



Music slows & quickens at times, dancing following the music speed
You can change become 4W for the higher level

INTRO 48C (Start on drum sound) - NO TAG NO RESTART

START RF

SEC 1 - 2X (R-L) = HEEL FWD, TOGETHER TOUCH, STEP SIDE, TOGETHER TOUCH

1 2 3 4 Heel fwd RF (1) Touch RF beside LF (2) Step to side RF (3) Together touch LF (4)

5 6 7 8 Heel fwd LF (5) Touch LF beside RF (6) Step to side LF (7) Together touch RF (8)

**SEC 2 - HEEL GRIND SLIGHTLY FWD, ¼ TURN R IN PLACE, ROCK FWD RECOVER, ¼ TURN LEFT
STEP TO SIDE, TOGETHER TOUCH**

1 2 3 4 Heel slightly fwd RF (1) ¼ Turn R in place - facing 03.00 (2) Step to side RF (3) Together touch LF (4)

5 6 7 8 Rock fwd LF (5) Recover RF (6) ¼ Turn L step to side LF - facing 12.00 (7) Together touch RF (8)

(***) Ending here there are step change (explained on the bottom)**

SEC 3 - VINE R, ¼ TURN L WALK FWD L-R-L, SCUFF

1 2 3 4 Step to side RF (1) Step LF behind RF (2) Step to side RF (3) Together touch LF (4)

5 6 7 8 ¼ Turn L walk fwd L-R-L facing 09.00 (5) (6) (7), Scuff RF (8)

(****) for higher level : can do full turn forward**

5 6 7 8 ¼ turn L step fwd LF facing 09.00 (5) ½ turn L step bwd RF facing 03.00 (6) ½ turn L step fwd LF facing 09.00 (7) Scuff RF (8)

SEC 4 - ¼ JAZZ BOX TURN R, POINT R, TOGETHER STEP, ½ MONTEREY TURN R

1 2 3 4 Cross RF (1) ¼ Turn R step back LF - facing 12.00 (2) Step to side RF (3) Step fwd LF (4)

5 6 7 8 Point to side RF (5) ½ Turn R step together RF - facing 06.00 (6) Point to side LF (7) step LF beside RF body weight on LF (8)

(***) Ending W10 (16C) with step change on count:**

4 Step in place LF

5 Cross RF over LF

6 7 8 ¾ turn L (facing 12.00)

(***) For higher Level 4W

W2 facing 03.00

Sec 4 : the Monterey turn become ¼ turn L

Ending W10 (03.00) Sec 4 count 6 : ½ turn L

Happy dancing!

Submitted by dechryz@gmail.com