

Reelin' In The Years

COPPERKNOB
STEPPERS

Count: 32

Wall: 4

Level: High Improver

Choreographer: Isabelle Guimiot (CAN) - April 2023

Music: Reelin' In the Years - Steely Dan



No intro, start right away on the beat, after 2 seconds.

Restart after 30 counts, walls 2, 5 and 12

Tag: end of walls 3, 6 and 13.

[1 - 8] Triple step right, rock fwd diagonal, triple step left, rock fwd diagonal

- 1 & 2 Step R to R, step L together, step R to R (12:00)
- 3 & 4 Rock L fwd diagonal , recover R (1:30)
- 5 & 6 Step L to L, step R together, step L to L(6:00)
- 7 & 8 Rock R fwd diagonal, recover L, keep facing diagonal (10:30)

[9 - 16] Coaster step facing diagonal, half-hexagon : triple fwd, 1/8 turn triple side, 1/8 turn triple back.

- 1 & 2 Step R back, step L together, step R fwd (10:30)
- 3 & 4 Step L fwd, step R together, step L fwd (10:30)
- 5 & 6 1/8 turn to the left, step R to R, step L together, step R to R (9:00)
- 7 & 8 1/8 turn to the left, step L back, step R together, step L back (7:30)

[17 - 24] Sailor step, sailor 1/8 turn step, triple fwd, full turn.

- 1 & 2 Step R back, Step L to L, step R to R (7:30)
- 3 & 4 1/8 turn left step L back, step R to R, step L to L (6:00)
- 5 & 6 Step R fwd, step L together. step R fwd (6:00)
- 7 & 8 1/2 turn right step L back, 1/2 turn right step R fwd (6:00)

[25 - 32] Step 1/4 turn, cross, point and point, 1/2 turn, kick ball change.

- 1 2 3 Step L fwd, 1/4 turn right recover R, cross L over R (3:00)
- 4 & 5 Point R to R, bring R next to L, point L to L (3:00)
- 6 1/2 turn left and bring L back next to R, like a Monterrey turn (9:00)

*** Restart here during walls 2, 5 and 12**

- 7 & 8 Kick R fwd, ball R, step L next to R (9:00)

Tag: 4 counts:

[1-4] Twist feet R, L, R, L.

- 1 Step R to R diagonal, while twisting L ball towards right (12:00)
- 2 Step L to L diagonal, while twisting R ball towards left (12:00)
- 3 Step R to R diagonal, while twisting L ball towards right (12:00)
- 4 Step L to L diagonal, while twisting R ball towards left (12:00)

Enjoy!