

Dodge Out of Hell

COPPER **KNOB**
BY STEPHEN

Count: 40

Wall: 4

Level: Intermediate

Choreographer: Daniel Dupré (CAN) - November 2024

Music: Dodge Out of Hell - Tim Hicks



STEP R TO RIGHT SIDE, CROSS L BEHIND R, STEP R TO RIGHT SIDE, CROSS L FRONT OF R, ¼ TURN R WITH R FWD, STEP L FWD, ½ TURN R, ¼ TURN R, TOGETHER

- 1-2 Step R to right side, Cross L behind right
&3-4 Step R to right side, Cross L in front of right, Turn ¼ turn R with right foot forward
5-6 Step L forward, Turn ½ turn R
7-8 Turn ¼ turn R with weight on left and legs apart, Bring L foot beside R foot

STEP L TO LEFT SIDE, CROSS R BEHIND L, STEP L TO LEFT SIDE, CROSS R FRONT OF L, ¼ TURN L WITH L FWD, STEP R FWD, ½ TURN L, ¼ TURN L, TOGETHER

- 1-2 Step L to left side, Cross R behind left,
&3-4 Step L to left side, Cross L behind right, Turn ¼ turn with left foot forward
5-6 Step R forward, Turn ½ turn L
7-8 Turn ¼ turn L with weight on right and legs apart, Bring R foot beside L foot

KICK R FWD, TOGETHER, STEP L BACK, KICK L FWD, TOGETHER, STEP R BACK, PIVOT ½ TURN R, ½ TURN R STEP L BACK, R ROCK STEP BACK

- 1&2 Kick R foot forward, Bring R beside L, Step L back
3&4 Kick L foot forward, Bring L beside R, Step R back
5-6 Pivot ½ turn R, Turn ½ turn R with L foot back
7-8 Step R foot Back (raise L knee slightly), Bring weight on L foot

R CROSS KICK FWD, R KICK DIAGONALLY TO RIGHT SIDE, R SAILOR STEP, L CROSS KICK FWD, ¼ TURN L KICK FWD, L COASTER STEP

- 1-2 Cross kick R foot forward front of L leg, Kick R foot diagonally to R
3&4 Cross R foot behind L foot, Bring L foot beside R, Step R foot slightly diagonally forward
5-6 Cross kick L foot forward front of R leg, Turn ¼ turn L with a L kick forward
7&8 Step L back, Bring R beside L, Step L forward,

STEP R FWD, ½ TURN R, ½ TURN R, SHUFFLE RLR, ROCK STEP, COASTER STEP

- 1-2 Step R forward, Turn ½ turn R with L foot back
3&4 Turn ½ turn R with R foot forward, Bring L beside R, Step R forward
5-6 Step L forward, Bring weight back on R foot
7&8 Step L back, Bring R beside L, Step L Forward

Restart on 3rd wall: After 20 first counts. Restart from beginning.