

# Lovin' Machine

**COPPER** KNOB  
STEPPERS

Count: 0

Wall: 4

Level: Intermediate

Choreographer: Tonny van Donk (NL)

Music: Well Oiled Lovin' Machine - Scooter Lee



Sequence: Intro, AAAB, AAAA, AABA

## INTRO:

### SIDE STRUT WALK, ROCK STEP, SIDE STRUT WALK, MONTEREY TURN

- 1-2 Right toe to the right, press heel down
- 3-4 Cross left toe over right foot, press heel down
- 5-6 Rock right foot to the right, recover weight back to left foot
- 7-8 Cross right toe over left foot, press heel down
  
- 1-2 Left toe to the left, press heel down
- 3-4 Cross right toe over left foot, press heel down
- 5-6 Touch left toe to the left, step left beside right foot with ½ turn left
- 7-8 Touch right toe to the right, touch right toe beside left foot

## PART A:

### BOOGIE WALK BACKWARD

- 1-2 Step right foot backward (heel left), hold
- 3-4 Step left foot backward (heel right), hold
- 5-6 Step right foot backward (heel left), step left foot backward (heel right)
- 7-8 Step right foot backward (heel left), step left foot backward (heel right)

### DIAGONAL STROLL FORWARD

- 1-2 Step right foot diagonal forward, slide left foot beside right foot
- 3-4 Step right foot diagonal forward, left foot scuff
- 5-6 Step left foot diagonal forward, slide right foot beside left foot
- 7-8 Step left foot diagonal forward, right foot scuff

### RIGHT GRAPEVINE, SPIN

- 1-2 Step right foot to the right, cross left foot behind right foot
- 3-4 Step right foot to the right, right foot ¾ turn to the right

### MODIFIED CHARLESTON

- 5-6 Touch left heel forward, step left foot beside right foot
- 7-8 Touch right toe backward, step right foot beside left foot

### CONTRA SWIVEL

- 1-2 Left foot and right foot contra swivel left, center
- 3-4 Left foot and right foot contra swivel left, center
- 5-6 Left foot and right foot contra swivel right, center
- 7-8 Left foot and right foot contra swivel right, center

## PART B

### SLOW APPLEJACKS

- 1-2 Applejack left, center
- 3-4 Applejack right, center
- 5-6 Applejack left, center

