

Waltzing With Angels

COPPER **KNOB**
BY STEPHEN

Count: 51

Wall: 4

Level: Intermediate waltz

Choreographer: Ray Denham (UK)

Music: Play Me the Waltz of the Angels - The Derailers



- 1-2-3 Step forward on left foot, lock right behind left, step forward on left foot
4-5-6 Step forward on right foot, lock left behind right, step forward on right foot
- 7-8-9 Rock forward on left, rock back on right turning $\frac{1}{2}$ turn left, step forward on left
10-11-12 Step forward on right, lock left behind right, step forward on right foot
- 13-14-15 Step forward on left, lock right behind left, step forward on left foot
16-17-18 Rock forward on right foot, rock back on left turning $\frac{3}{4}$ right, step forward on right foot
- 19-20-21 Rock left foot over right, rock back on right foot, step to side on left
22-23-24 Rock right foot over left, rock back on left foot, step to side on right
- 25-26-27 Rock left foot over right, rock back on right, step forward on left turning $\frac{1}{4}$ left (step turn)
28-29-30 Step back on right foot turning $\frac{1}{2}$ left, step to side on left foot turning $\frac{1}{4}$ left, cross right foot over left with weight on toe
- 31-32-33 With weight on right toe tap right heel three times
34-35-36 Rock left foot to left, rock weight back onto right foot, cross left foot over right with weight on toe
- 37-38-39 With weight on left toe tap left heel three times
40-41-42 Step back on right foot turning $\frac{1}{4}$ left, step forward on left turning $\frac{1}{2}$ left, cross right foot over left foot
- 43-44-45 Start to unwind $\frac{1}{4}$ left, continue unwinding $\frac{1}{2}$ left, finish turning $\frac{3}{4}$ left over these three steps
46-47-48 Cross left foot over right foot, step back on right foot, step to side on left foot
- 49-50-51 Cross right foot over left foot, step back on left foot, step to side on right foot

REPEAT

TAG

After 7th wall music stops. Stand perfectly still (cowboys may doff their hats). Restart the dance on the 1st 1-2-3 of waltz beat after the pause.
