

Burning Devotion

COPPERKNOB
BY STEPHENETS

Count: 48

Wall: 4

Level: Intermediate

Choreographer: Joenan (AUS)

Music: No Face No Name No Number - Modern Talking



After a long 37 sec. intro, start counting 36 counts from heavy beat then start dance

- 1-3 Rock right back; recover on left; step right to side
4&5 Sailor cross (step left behind right; step right to right; cross left over right)
6-7 Rock right back; recover on left
8&1 Step right to side; step left on ball behind right; cross right over left
- 2&3 Step left to left; step right beside left; step left to left turning $\frac{1}{4}$ left
4-5 Full turn left traveling forward (turn $\frac{1}{2}$ left and step right forward; turn $\frac{1}{2}$ left and step left backward)
6&7 Shuffle forward (right left right)
8&1 Cross left over right; recover on right; tap left toe beside right
- 2-3 Step left to side and sway hips left; sway hips right
4&5 Sailor cross (step left behind right; step right to side; cross left over right)
6-7 Rock right to side; recover on left
8&1 Triple step (right left right) turning full turn left
- 2-3 Rock left behind right; recover on right
4&5 Shuffle to the left (left right left)
6-7 Rock right back; recover on left
8&1 Shuffle forward (right left right)
- 2-3 Full turn left traveling backwards (turn $\frac{1}{2}$ left and step left backward; turn $\frac{1}{2}$ left and step right forward)
4&5 Shuffle forward (left right left)
6-7 Walk forward on right, left
8&1 Cross right over left; recover on left; tap right toe beside left
- 2-3 Tap right toe to right; step right behind left
4&5 Cross shuffle (cross left over right; step right to right; cross left over right)
6& Tap right toe to side; step right on ball behind left
7&8 Step left forward; lock step right behind left; step left forward

REPEAT

TAG

After walls 1 & 4

- 1-6 Rocking chair (right, left, right, left); hip bumps (right, left)

TAG

After wall 3

- 1-8 Rocking chair (right, left, right, left); hip bumps (right, left, right, left)

TAG

After wall 6

- 1-10 Rocking chair (right, left, right, left); hip bumps (right, left, right, left, right, left)

