

Hey Mr Spaceman

COPPER **KNOB**
STEPSHETS

Count: 32

Wall: 2

Level: Beginner

Choreographer: Kevin Stouthandel (NL) & Natasja de Raad (NL) - August 2008

Music: Mr Spacemen - Jimmy Buffet



Info: Start the dance after 16 counts when beat start

Side Rock R, Sailor ½ Turn R, Rockstep Fwd L, Shuffle ½ Turn L

- 1 RF Step to the right side
- 2 LF Recover weight
- 3 RF Cross behind LF
- & LF Turn ½ to the right, step to the left side
- 4 RF Step to the right side
- 5 LF Step forward
- 6 RF Recover weight
- 7 LF Turn ¼ to the left, step to the left side
- & RF Step next to LF
- 8 LF Turn ¼ to the left, step forward

½ Turn R with Hitch R, Shuffle Fwd R, ½ Turn L with Hitch L, Shuffle Fwd L, ½ Turn R with Hitch R, Shuffle Fwd R, ¾ Turn L with Hitch L, Shuffle Fwd L

- & RF Turn ½ to the right, hitch knee
- 1 RF Step forward
- & LF Step next to RF
- 2 RF Step forward
- & LF Turn ½ to the left, hitch knee
- 3 LF Step forward
- & RF Step next to LF
- 4 LF Step forward
- & RF Turn ½ to the right, hitch knee
- 5 RF Step forward
- & LF Step next to RF
- 6 RF Step forward
- & LF Turn ¾ to the left, hitch knee
- 7 LF Step forward
- & RF Step next to LF
- 8 LF Step forward

Shuffle Fwd R, Scuff L, Hitch L, Step Bwds L, ¼ Turn R, Step Side R, Close L, Sailorstep R

- 1 RF Step forward
- & LF Step next to RF
- 2 RF Step forward
- 3 LF Scuff
- & LF Hitch knee
- 4 LF Step behind
- 5 RF Turn ¼ to the right, step to the right side
- 6 LF Step next to RF
- 7 RF Cross behind LF
- & LF Step to the left side
- 8 RF Step to the right side

½ Turn R with Hitch L, Step Side L, Touch Toe R, Kickball Cross R, Chassé R, Hitch L, Chassé L, Hitch R

- & LF Turn $\frac{1}{2}$ to the right, Hitch knee
- 1 LF Step to the left
- 2 RF Touch toe next to LF
- 3 RF Kick diagonal forward to the right
- & RF Step next to LF
- 4 LF Cross over RF
- 5 RF Step to the right side
- & LF Step next to RF
- 6 RF Step to the right side
- & LF Hitch knee
- 7 LF Step to the left side
- & RF Step next to LF
- 8 LF Step to the left side
- & LF Hitch knee

Start Again
