

Baby..., Thanks A Lot

COPPER **KNOB**
BY STEPSHEETS

Compte: 32

Mur: 4

Niveau: Improver

Chorégraphe: Peter Thijssen (NL) & Iet Leijsten (NL) - August 2017

Musique: Thanks A Lot - Robert Mizzell



Count in: Intro 16 count start on vocals

Diag. Heel Touches Right (2x), Behind-Side-Cross, Diag. Heel Touches Left (2x) Behind- 1/4 Turn Right - Step Forward

- 1-2 touch right heel diag. to right side, touch right heel diag. to right side
- 3&4 step right foot behind left foot, step left foot to left side, cross step right over left foot
- 5-6 touch left heel diag. to left side, touch left heel diag. to left side
- 7&8 step left foot behind right foot, 1/4 turn right on right foot (03:00), step left foot forward

Rock Forward, Recover, Shuffle 1/2 Turn left, Mambo Step Forward, Side Rock, Recover, Cross Step

- 9-10 rock forward on right foot, recover on left foot
- 11&12 1/4 turn right on right foot (06:00), step left foot next to right foot, 1/4 turn right on right foot (09:00)
- 13&14 rock forward on left foot, recover on right foot, step left foot next to right foot
- 15&16 rock right foot to right side, recover on left foot, cross step right foot over left foot

Side Step, Toe Touch, Side Toe Touch, Toe Touch Fwd, Side Toe Touch, Step Back, Kick Forward, Coaster Step

- 17-18 step left foot to left side, touch right toe next to left foot
- 19&20 touch right toe to right side, touch right toe forward, touch right toe to right side
- 21-22 step back on right foot, kick left foot forward
- 23&24 step back on left foot, step right foot next to left foot, step left foot forward

Pivot 1/2 Turn Left, Shuffle Forward, Stomp Out Left, Stomp Out Right, Swivel Heel-Toes-Heel In

- 25-26 step forward on right foot, pivot 1/2 turn left (weight LF) (03:00)
- 27&28 step forward on right foot, step left foot next to right foot, step forward on right foot
- 29-30 stomp left foot out to left side, stomp right foot out to right side
- 31&32 swivel heels inward, swivel toes inwards, swivel heels inwards

START AGAIN
