

Love Is Magical

COPPER **KNOB**
BY STEPHEN

Compte: 32

Mur: 4

Niveau: Beginner

Chorégraphe: Roz Harris (UK) - November 2020

Musique: Incredible - Gary Barlow : (Album: Music Played By Humans)



#4 COUNT (2 SEC) INTRO

SECTION 1: CHARLESTON, SHUFFLE FORWARD, STEP ½ RIGHT STEP

- 1-2 Touch right toe forward, step right foot back
- 3-4 Touch left toe back, step left foot forward
- 5&6 Step right foot forward, step left foot next to right, step right foot forward
- 7&8 Step left foot forward, pivot ½ turn right, step left foot forward (6 o'clock)

SECTION 2: CHARLESTON, SHUFFLE FORWARD, STEP ¼ RIGHT CROSS

- 1-2 Touch right toe forward, step right foot back
- 3-4 Touch left toe back, step left foot forward
- 5&6 Step right foot forward, step left foot next to right, step right foot forward
- 7&8 Step left foot forward, pivot ¼ turn right, step left foot across right (9 o'clock)

SECTION 3: RUMBA BOX, SHUFFLE BACK, COASTER STEP

- 1&2 Step right foot to right side, step left foot next to right, step right foot forward
- 3&4 Step left foot to left side, step right foot next to left, step left foot back (RESTART HERE WALLS 3 AND 6, SEE NOTE)
- 5&6 Step right foot back, step left foot next to right, step right foot back
- 7&8 Step left foot back, step right foot next to left, step left foot forward (9 o'clock)

SECTION 4: WALK R, L, STEP ¼ LEFT CROSS, SIDE MAMBO, SIDE MAMBO TOUCH

- 1-2 Step right foot forward, step left foot forward
- 3&4 Step right foot forward, pivot ¼ turn left, step right foot across left (6 o'clock)
- 5&6 Rock left foot to left side, recover weight on to right foot, step left foot next to right
- 7&8 Rock right foot to right side, recover weight on to left foot, touch right foot next to left

RESTARTS ON WALLS 3 AND 6 AFTER COUNT 4 OF SECTION 3

Rumba forward, rumba back - RESTART.

Wall 3 restart happens facing 9 o'clock, wall 6 restart happens facing 6 o'clock.

ENDING: The dance ends during wall 9, on count 4 of section 2, feel free to strike a pose, you'll be facing 12 o'clock □