

Anything Cold

COPPER KNOB
BY STEPHEN

Compte: 48

Mur: 2

Niveau: Intermediate

Chorégraphe: Dan Albro (USA) - 2 April 2022

Musique: Anything Cold - Thomas Rhett



Intro: 16 counts

[1-8] HOP FWD, BOUNCE, BOUNCE, COASTER JAZZ ¼ TURN, CROSS

&1,2,3 Step fwd and out R, step out L, lift and drop heels, lift and drop heels

4&5,6 Step back R, step L next to right, cross step R over L, step back L

7,8 Turn ¼ right stepping side R, cross step L over R - 3:00

[9-16] LUNGE, SLIDE, & CROSS, HOLD, & CROSS, TURN, TURN, CROSS

1,2,&3 Take a large step R, slide L towards R, step L next to R, cross step R over L

4&5,6 Hold, small step side L, cross step R over L, turn ¼ right stepping back L

7,8 Turn ¼ right stepping side R, cross step L over R - 9:00

[17-24] POINT, CROSS, POINT, CROSS, ROCK, REPLACE, ½ TURN SHUFFLE

1,2,3,4 Touch R toe side, step fwd R crossing, touch L toe side, step fwd L crossing

5,6,7 Rock fwd R, replace weight on L, turn ¼ right stepping side R,

&8 Step L next to R, turn ¼ right stepping fwd R - 3:00

[25-32] CROSS, POINT, CROSS, POINT, ROCK, REPLACE, TOUCH BACK, ¾ UNWIND

1,2,3,4 Step fwd L crossing, point R toe side, step fwd R crossing, touch L toe side

4,5,6,7 Rock fwd L, replace weight on R, touch L toe back,

8 Turn ¾ left unwinding to face 6:00 (weight on L) - 6:00

****RESTARTS: This is a 2 wall dance. Every time you unwind here to face 12:00 restart the dance**

Steps 33-48 are only danced facing 6:00

[33-40] SIDE, TOGETHER, SHUFFLE ¼ TURN, STEP, ¾ PIVOT, SHUFFLE SIDE

1,2,3& Step side R, step L next to R, turn ¼ right stepping fwd R, step L next to R

4,5,6 Step fwd R, step fwd L, pivot turn ¾ right (weight on R),

7&8 Step side L, step R next to L, step side L - 6:00

[41-48] R SAILOR SHUFFLE, L SAILOR SHUFFLE, KICK, OUT, OUT, IN, IN

1&2,3&4 Cross R behind, step side L, step side R, cross L behind, step side R, step side L

5&6,7&8 Kick R fwd, step out R, step out L, hold, step in R, step in L

***TAG: 6 Count Tag at the end of wall 5 facing 6:00**

&1,2,3,4,5,6 HOP FWD, BOUNCE, BOUNCE, BOUNCE, BOUNCE, BOUNCE - then restart the dance