

Get Into the Groove

COPPERKNOB
STEPSHETS

Compte: 32

Mur: 2

Niveau: Improver

Chorégraphe: Miko Yamamoto (INA) - July 2023

Musique: Get into the Groove (feat. Mikey Jose) - Giacomo Turra



2 TAG

On wall 3 after 16 counts.

On wall 5 after 32 counts.

1 ENDING STEP

Starting dance - 16 counts.

SECTION 1: FWD - TOUCH - SWAY

1 - 2 Step R forward - Touch L to side
3 - 4 Step L forward - Touch R to side
5 - 8 Sway R-L-R-L

SECTION 2: BACK - TOUCH - SWAY

1 - 2 Step R back - Touch L to side
3 - 4 Step L back - Touch R to side
5 - 8 Sway R-L-R-L

SECTION 3: CROSS - SIDE CHASSE - CROSS - TOUCH - ½ TURN L

1 - 2 Cross R over left - Recover on L
3 & 4 Step R to side - Step L together - Step R to side
5 - 6 Cross L over right - Recover on R
7 - 8 Touch L behind right - ½ Turn L Recover on L (facing on 06.00)

SECTION 4: V STEP - MAMBO SIDE

1 - 4 Step R forward diagonal - Step L forward diagonal - Step R back to center - Step L together
5 & 6 Step R to side - Recover on L - Step R together
7 & 8 Step L to side - Recover on R - Step L together

NOTE:

TAG 1 (On wall 3 after 16 counts - 4 counts)

BACKWARDS

1 - 4 Stepping back on R - L - R - Step L together

TAG 2 (On wall 5 after 32 counts - 16 counts)

SECTION 1: BACK DIAGONAL - TOUCH - FWD DIAGONAL - TOUCH

1 - 2 Step R back diagonal - Touch L beside R
3 - 4 Step L back diagonal - Touch R beside L
5 - 6 Step R forward diagonal - Touch L beside R
7 - 8 Step L forward diagonal - Touch R beside L

SECTION 2: MAMBO - ROCKING CHAIR -

& 1 - 2 Step R to side - Step L in place - Step R together
3 & 4 Step L to side - Recover on R - Step L together
5 & 6 & Step R forward - Recover on L - Step R back - Recover on L
7 - 8 Walks R - L

ENDING STEP: V STEP - PIVOT (X2)

1 - 4 Step R forward diagonal - Step L forward diagonal - Step R back to center - Step L together

5 - 6 Step R forward - $\frac{1}{2}$ Turn L Recover on L (facing on 06.00)

7 - 8 Step R forward - $\frac{1}{2}$ Turn L Recover on L (facing on 12.00)

WALKS - TOUCH

1 - 2 - 3 Step forward on R-L - Touch R beside L
