

Viimane Tants

COPPER KNOB
BY STEPHENETS

Compte: 32

Mur: 4

Niveau: Improver

Chorégraphe: Külli Kivi (EST) - February 2025

Musique: Viimane Tants - Anet Vaikmaa



Starts with lyrics (at 0.13)

Restart after the wall 3

[1-8] RUMBA FORWARD, SIDE STEPS WITH CLAP, RUMBA BACK, SIDE STEPS WITH CLAP

- 1&2 step RF to the right side, step LF next to RF, step RF forward
- 3&4& step LF to the left side, touch RF next to LF and clap hands once, step RF to the right side, touch LF next to RF, clap hands once
- 5&6 step LF to the left side, step RF next to LF, step LF back
- 7&8& step RF to the right side, touch LF next to RF and clap hands once, step LF to the left side, touch RF next to LF, clap hands once

[9-16] SHUFFLE DIAGONALLY BEHIND, HITCH, COASTER-STEP WITH 1/4 TURN, MAMBO STEP, COASTER-STEP

- 1&2 step RF diagonally back, step LF next to RF, step RF diagonally back
- 3&4& hitch LF, turn ¼ right and step LF back, step RF together, step LF forward
- 5&6 step RF forward, step LF behind RF, step RF next to LF
- 7&8 step LF back, step RF together, step LF forward

Restart after wall 3

[17-24] 2X STEP- LOCK- STEP WITH BRUSH, CROSS ROCK, SIDE ROCK, ROCK BEHIND , STEP WITH 1/4 TURN

- 1&2& step RF forward, lock LF behind RF, step RF forward, brush
- 3&4& step LF forward, lock RF behind LF, step LF forward, brush
- 5&6& step RF across LF, recover weight back to LF, step RF to the right side, recover weight back to LF
- 7&8 step RF back, recover weight to LF, turn 1/4 to left and step RF to left side

[25-32] 2X STEP- LOCK- STEP WITH BRUSH, CROSS ROCK, SIDE ROCK, ROCK BEHIND, STEP WITH 1/4 TURN

- 1&2& step LF forward, lock RF behind LF, step LF forward, brush
- 3&4& step RF forward, lock LF behind RF, step RF forward, brush
- 5&6& step LF across RF, recover weight back to RF, step LF to the right side, recover weight back to RF
- 7&8 step LF back, recover weight to RF, turn 1/4 to left and step LF to left side

Restart: 3. wall lasts 16 counts, then starting over with the 4-th wall

Last Update: 16 Feb 2025