

Lady Lay Down (Beside Me)

COPPER KNOB
BY STEPHENETS

Compte: 48

Mur: 2

Niveau: Intermediate waltz



Chorégraphe: Jackie Jacotine (UK)

Musique: Lady Lay Down - John Conlee

¼ TURN LEFT TWINKLE. STEP FORWARD ON LEFT ½ TURN RIGHT TWINKLE

- 1-3 Step forward ¼ turn to left, step right next to left, step left in place
4-6 Step forward on right turning ½ turn to right, step left next to right, step right in place

½ PIVOT TURN LEFT, SWEEP RIGHT TOE TO RIGHT SIDE, RIGHT CROSS ROCK, RECOVER, SIDE

- 1-3 Step forward on left, pivot ½ turn left, sweep touch right toe out to right side
4-6 Cross rock right over left, recover, step right to right side

LEFT CROSS ROCK, RECOVER. STEP LEFT FORWARD ¼ TURN LEFT. FULL 3 POINT TURN FORWARD

- 1-3 Cross rock left over right, recover, step forward ¼ turn left on left
4-6 Full 3 point turn (stepping back on right, forward on left, step forward on right)6:00 wall)

ROCK LEFT, RIGHT, LEFT, STEP, FULL 3 POINT TURN RIGHT

- 1-3 Rock onto left, rock onto right, rock onto left
4-6 Step forward on right ¼ turn right, step ½ back on left, step forward ½ on right (9:00 wall)

FORWARD LEFT TWINKLE. RIGHT BACK TWINKLE

- 1-3 Step forward on left, step right next to left, step left in place
4-6 Step back on right, step left next to right, step right in place

LEFT CROSS, POINT RIGHT TOE TO SIDE, SWIVEL HEEL TO FACE LEFT CORNER. RIGHT CROSS, POINT LEFT TOE SIDE, SWIVEL RIGHT HEEL TO FACE RIGHT CORNER

- 1-3 Cross left over right, point right toe to right side, swivel on left foot to face left corner(cross touch swivel)
4-6 Cross right over left, point left toe to left side, swivel on right foot to face the right corner (cross touch swivel)

TURN ¾ LEFT, ROCK RIGHT, LEFT, RIGHT. CROSS TURN ½ LEFT, ROCK RIGHT, LEFT, RIGHT

- 1-3 Step forward on left, step ½ turn left stepping back on right, step ¼ left stepping left to left side
4-6 Rock onto right, left, right
1-3 Cross left over right, step back on right ¼ turn left, step to left ¼ turn left
4-6 Rock onto right, left, right

REPEAT