

Texas Lullaby

COPPER **NOB**
BY STEPHENETS

Compte: 48

Mur: 2

Niveau: Intermediate waltz

Chorégraphe: Noel Castle (AUS)

Musique: A West Texas Lullaby - Toni Price



INTRO

At beginning of dance and start of 4th wall

CROSS, BACK, TOUCH

1-3 Cross left over right, recover back right, touch left to right

THE MAIN DANCE

LEFT ROLLING VINE - CROSS, SIDE, TOUCH

1-3 Left side with $\frac{1}{4}$ turn left, $\frac{1}{2}$ turn left & right back, $\frac{1}{4}$ turn right & side left

4-6 Cross right over left, left side, touch right to left (continue traveling to left)

RIGHT ROLLING VINE - CROSS, SIDE, TOUCH

1-3 Right side with $\frac{1}{4}$ turn right, $\frac{1}{2}$ turn right & left back, $\frac{1}{4}$ turn right & side right

4-6 Cross left over right, right side, touch left to right (continue traveling to right)

FORWARD, TAP, BACK, - $\frac{1}{2}$ LEFT, FORWARD, TAP

1-3 Left forward, tap right behind left, right back

4-6 Turn $\frac{1}{2}$ left & left forward, right forward, tap left behind right (6:00)

BACK, BACK, CROSS - BACK, BACK, CROSS

1-3 Left back, right back, cross left over right

4-6 Right back, left back, cross right over left

SIDE, RECOVER, CROSS - $\frac{1}{4}$ RIGHT, RONDE $\frac{1}{4}$ RIGHT, HOOK

1-3 Rock left side, recover right, cross left over right

4-6 Turn $\frac{1}{4}$ right & right forward, ronde (sweep leg around low) left $\frac{1}{4}$ right, hook left over right (12:00)

TWINKLE $\frac{1}{4}$ LEFT - TWINKLE $\frac{1}{2}$ RIGHT

1-3 Cross left over right, back right, side left $\frac{1}{4}$ turn left (9:00)

4-6 Cross right over left, back left, side right $\frac{1}{2}$ turn right (3:00)

ROCK, RECOVER, BACK - ROCK, RECOVER, FORWARD

1-3 Rock forward left, recover right, back left

4-6 Rock back right, recover left, forward right

SWING/LIFT, DOWN, BACK - SIDE $\frac{1}{4}$ RIGHT, DRAG, TOUCH

1-3 Swing left forward lifting right heel, lower right heel down, left back

4-6 Right side $\frac{1}{4}$ right, drag left toward right, touch left next to right (6:00)

REPEAT