

# Zat U Santa

**COPPER** KNOB  
BY STEPHENETS

Compte: 32

Mur: 4

Niveau: Beginner

Chorégraphe: Terry Pournelle (USA)

Musique: Zat You, Santa Claus? - Garth Brooks



**Optional introduction:** When using the music "Zat You Santa Claus", stand facing the back wall, stomp your right foot forward, hold for 3 counts while looking over your left shoulder as he says "Zat You Santa Claus". Pivot 1/2 turn on the balls of both feet for 4 counts (for attitude do a body roll beginning with the shoulders and continuing down the body). Toe strut forward for 8 counts and back for 8 counts, while waving jazz hands at shoulder height and lifting shoulders up and down. Start dance on the vocals

## TOE STRUTS MOVING FORWARD

- 1-2 Step forward on the ball of right, drop heel
- 3-4 Step forward on the ball of left, drop heel
- 5-6 Step forward on the ball of right, drop heel
- 7-8 Step forward on the ball of left, drop heel

## SHUFFLES FORWARD, JAZZ BOX WITH ¼ TURN RIGHT

- 1&2 Step right forward, step left to instep of right, step right forward
- 3&4 Step left forward, step right to instep of left, step left forward
- 5-6 Step right across left, step back on the left
- 7-8 Step right turning ¼ turn right, step left next to right

## SIDE TOUCHES WITH CROSS STEPS

- 1-2 Touch right toe to side, cross right over left
- 3-4 Touch left toe to side, cross left over right
- 5-6 Touch right toe to side, cross right behind left
- 7-8 Touch left toe to side, cross left behind right

## STOMP FORWARD RIGHT, HOLD 3 COUNTS, PIVOT ½ TURN

- 1-4 Stomp right foot forward, hold for 3 counts
- For attitude quickly turn head, looking over left shoulder as he says "Zat You Santa Claus"**
- 5-8 Pivot ½ turn left on the balls of both feet for 4 counts
- For attitude do a body roll beginning with the shoulder and continue down the body**

## REPEAT

## OPTIONAL ENDING

Slowly turn ¼ turn to front wall (instead of ½ pivot turn) using Jazz hands strut forward. Put left hand on hip and right finger pointing as he says "That's Him Alright"