

Cowgirl Mansion

COPPER **KNOB**
BY STEPHEN YOUNG

Compte: 32

Mur: 2

Niveau: Intermediate

Chorégraphe: Henry Costa (USA)

Musique: Cowgirl Mansion - JW Houston



This dance is dedicated to JW Houston, Stephen Young, and all the dancers of the UK and throughout Europe. Have fun and keep on dancing!

LEFT HEEL LEFT TOE BACK, STOMP, STOMP, RIGHT HEEL, RIGHT TOE BACK, STOMP, STOMP

- 1-2 Left heel forward, left toe touch back next to left
- 3-4 Left stomp down & up, left stomp down
- 5-6 Right heel forward, right toe touch back next to right
- 7-8 Right stomp down & up, right stomp down & up

RIGHT POINT FORWARD, CROSS HITCH WITH POINT, STEP BACK, TOUCH STEP BACK, STEP BACK, POINT TO SIDE, SWEEP TOUCH IN FRONT, SWEEP TOUCH BACK, RIGHT TOUCH:

- 1-2 Right point forward, cross hitch over left with point (knee up with slight slant downward with right in front crossed over with toe touch on floor)

- 3&4 Step left back, while still hitched (right) step touch back, step left back

With cross hitch toe point (ball of foot) has partial weight bearing to help keep balance when starting to move backward on counts 3&4

- 5-6 Right touch out side right, sweep touch right ($\frac{1}{4}$ of a circle) to left in front of left
- 7-8 Right sweep back ($\frac{1}{4}$ of a circle) to side right, right touch next to left

RIGHT SHUFFLE FORWARD, LEFT SHUFFLE FORWARD, FORWARD, 1 / 2 PIVOT, FORWARD, $\frac{1}{2}$ PIVOT

- 1&2 Step right forward, left close next to right, step right forward
- 3&4 Step left forward, right close next to left, step left forward
- 5-6 Step right forward, $\frac{1}{2}$ pivot turn left
- 7-8 Step right forward, $\frac{1}{2}$ pivot turn left

POINT RIGHT, CROSS POINT, POINT LEFT, CROSS POINT, POINT RIGHT, CROSS POINT CROSS POINT, 1 / 2 PIVOT, RIGHT FORWARD:

- 1-2 Right toe touch to right, right step forward across left
- 3-4 Left toe touch to left, left step forward across right
- 5-6 Right toe touch to right, right step forward across left
- 7-8 $\frac{1}{2}$ pivot left, step right forward

REPEAT
