

Stop The World

COPPER **KNOB**
BY STEPHANETS

Compte: 64

Mur: 2

Niveau: Intermediate

Chorégraphe: DJ Dan (NL) & Wynette Miller (NL) - January 2005

Musique: Stop the World - Dwight Yoakam



Diagonal

Shuffle Forward

- Hitch. Right and Left

1-4 Shuffle

forward on right

diagonal

stepping Right,

Left, Right.

Hitch Left.

5-8 Shuffle

forward on left

diagonal

stepping Left,

Right, Left.

Hitch Right.

Step Forward -

Tap - Step Back

- Hold; Shuffle

1/2 Turn R. -

Hold.

9-12 Step Right

forward. Tap

Left behind

Right. Step Left

back. Hold.

13-16 Shuffle

1/2 turn right

stepping Right,

Left, Right.

Hold.

Shuffle 1/2 Turn

R, - Hold;

Coaster Step -

Hold.

17-20 Shuffle

1/2 turn right

stepping Left,

Right, Left.

Hold.

21-24 Step

Right back.

Step Left next to

Right. Step

Right forward.

Hold.

Shuffle Forward

- Hold; Right
Vine with 1/4

Turn - Hold.

25-28 Shuffle

forward

stepping Left,

Right, Left.

Hold.

29-32 Step

Right to right

side. Cross Left

behind Right.

Step Right 1/4

turn right. Hold

Step Forward -

Pivot 3/4 Turn -

Side - Hold;

Behind - Side -

Cross - Hold.

33-36 Step Left

forward. Pivot

3/4 Turn right.

Step Left to left

side. Hold.

37-40 Cross

Right behind

Left. Step Left

to left side.

Cross Right

over Left. Hold.

Side Hip Bumps

- Hold; Rock

Step Forward -

Step Back -

Hold.

41-44 Step Left

to left side

bump hips to

Left, Right, Left.

Hold.

45-48 Rock

Right forward.

Recover weight

onto Left. Step

Right back.

Hold.

Coaster Step -

Hold; Step - 1/2

Turn - Step -

Hold.

49-52 Step Left

back. Step

Right next to

Left. Step Left

forward. Hold.

53-56 Step
Right forward.
Pivot 1/2 turn
left. Step Right
forward. Hold.

**Lock Step
Forward - Hold;
Diagonal Step -
Touch, Right
and Left**

57-60 Step Left
forward. Lock
Right behind
Left. Step Left
forward. Hold.

61-62 Step
Right forward
on right
diagonal. Touch
Left next to
Right.

63-64 Step Left
forward on left
diagonal. Touch
Right next to
Left.

**Begin
again...and
have fun.**

**Note: shuffles,
coaster steps,
lock steps are
slow.no &
count.**
