

# Fire & Ice

**COPPER** **KNOB**  
BY STEPHEN

**Compte:** 32

**Mur:** 4

**Niveau:** High Beginner

**Chorégraphe:** Bill Bragg (USA) - December 2013

**Musique:** Fire & Ice - Khamelien : (iTunes)



## 32 count intro

### Right Toe touch fwd side, Behind-side-cross, Left mambo, Right mambo.

- 1 2 RF-touch toe forward, RF-touch toe to right side.  
3&4 RF cross behind LF, Step LF to left side, RF cross in front of LF  
5&6 LF step to left side, RF recover weight, LF step next to RF.  
7&8 RF step to right side, LF recover weight, RF step next to LF.

### Left shuffle ¼ turn left, Step pivot ½ turn left, Side-behind-cross (rock step), Recover-side-cross.

- 1&2 Step LF step to left side, RF step next to LF, LF step ¼ turn left.  
3 4 5 RF step forward, Pivot ½ turn left weight on LF, RF Step right side (facing 3:00).  
6&7 LF cross behind RF, RF step right side, LF cross over RF (rock step).  
8&1 RF recover weight, LF step side left, RF Cross over LF.

— Easy option for steps 6 -1 —

6 7 LF cross behind RF, RF step right side (rock step).

8 1 LF recover weight, RF cross over LF.

### LF point side, Cross over RF, RF point side, Jazz square ¼ turn right.

- 2 3 4 LF point toe to side, LF step forward crossing in front of RF, RF point to side.  
5 6 RF cross in front of LF, LF step back starting a ¼ turn right.  
7 8 RF step to right side completing the ¼ turn, LF step next to RF (Facing 6:00)

### Hip bumps, Rock step forward, Recover, ½ turn pivot right, ¼ turn right stepping side (Facing 3:00).

- 1&2 Bump hips right-left-right while stepping out on right diagonal with RF (5:00)  
3&4 Bump hips left-right-left while stepping out on left diagonal with LF (7:00)  
5 6 RF rock step Forward (6:00), LF recover weight.  
7 8 Pivot ½ turn right stepping forward on RF, Pivot ¼ turn right stepping side with LF.

**END OF DANCE** Starts again on wall ¼ turn right from the starting wall.

Contact: [www.BillandApril.com](http://www.BillandApril.com) - [bbragg@billandapril.com](mailto:bbragg@billandapril.com)