

# Spring Lake Tango

**COPPER KNOB**  
BY STEPHEN

**Compte:** 32

**Mur:** 4

**Niveau:** Beginner

**Chorégraphe:** Rosie Multari (USA) - March 2014

**Musique:** Hernando's Hideaway - Tango Orchestra Alfred Hause : (CD: Tango)



(\*Optional One Wall version) No Tags! No Restarts!

Alt. songs: Burlesque by Cher (136 bpm ) CD: Burlesque (Original Motion Picture Soundtrack);  
Or try it to your favorite Tango song!

If using Hernando's Hideaway, wait 32 counts to start;  
If using Burlesque, wait 16 counts, the word "more" is count 1.

## [1-8] SLOW TANGO WALK FORWARD & SIDE

- 1-4 Step forward Left (1), Hold (2), Step forward Right (3), Hold (4).  
5-8 Step forward Left (5), large step Right to Right side (6), Step Left next to Right (7) Hold (8).

## [9-16] SLOW TANGO WALK BACK, CROSS, POINT

- 1-4 Step back Right (1), Hold (2), Step back Left (3), Hold (4).  
5-8 Step back Right (5), cross Left over Right (6), Point Right toe to side (7), Hold (8).

## [17-24] WEAWE & FLICKS

- 1-4 Step Right across Left (1), Step Left to Left side (2), Step Right behind Left (3), Flick Left in front of Right (4)  
5-8 Step Left in place (5), Flick Right behind Left (6), Step Right in place (7), Flick Left in front of Right (8).

## [25-32] CROSS ROCK & FLICK TWICE, ¼ TURN RIGHT\*

- 1-4 Turning body slightly to the right, Rock Left across Right (1), Recover weight back to Right (2), Rock Left across Right (3), Flick Right behind as the body is turning slightly to the left (4).  
5-8 Rock Right across Left (5), Recover weight back to Left (6), Rock Right across Left (7), Flick Left foot up behind as the body is turning 1/4 to the Right on the ball of the right foot (8)\*.

\* Choreographer's Note on Optional One Wall dance for Ultra Beginners: omit ¼ turn & then square off to the front to begin.

You must try to travel the forward & back Tango Walks about the same distance so that the dance won't progress too far forward, especially if you use a long song! ENJOY!!!

Contact: [multari@aol.com](mailto:multari@aol.com)