

Bukan Cinta Biasa (Qu)

COPPER KNOB
STEPSHEETS

拍数: 32 墙数: 4 级数: Improver
编舞者: Tutuk Kusdaryanti (INA) - January 2013
音乐: Bukan Cinta Biasa (feat. Bebi Romeo) - Rossa



Start Dancing on Vocal (after 16 counts)

I. Long Step, Coaster Cross, Turn $\frac{3}{4}$, Forward Step, Backward Step, Lock Backward Step, Turn $\frac{1}{4}$

1 Long step R to side
2&3 Step L back – Step R together – Cross L over R
4&5 Turn $\frac{1}{4}$ left (09:00) stepping R back – Turn $\frac{1}{2}$ left stepping L forward – Rock R forward
6&7 Recover on L – Step R back – Cross L over R
8&1 Step R back – Touch L back – Turn $\frac{1}{4}$ left (12:00) moving weight to L

II. Cross Rock, Long Step, Sailor Turn $\frac{1}{4}$, Sway R – L – R

2&3 Cross rock R over L – Recover on L – Long step R to side
4&5 Turn $\frac{1}{4}$ left sweeping L behind R – Step R to side – Step L forward (09:00)
6-7-8 Step R to side sway hips R – L – R

III. Rock Recover, Coaster Cross, Rumba Box, Shuffle Turn $\frac{1}{4}$, Turn $\frac{1}{2}$, Step Forward

1-2&3 Rock L forward – Recover on R – Step L next to R - Cross R over L
4&5 Step L to side – Step R next to L – Step L forward
6&7 Step R to side – Step L next to R – Turn $\frac{1}{4}$ right stepping R forward
8&1 Step L forward – Turn $\frac{1}{2}$ right stepping R in place – Step L forward

IV. Cross, Turn $\frac{3}{4}$, Back Sweep 2x, Rock Recover, Long Step Forward, Step Together

2-3 Cross R over L – Turn $\frac{3}{4}$ left (weight on R)
&4 Sweep L from front to back R – Step L in place
&5-6 Sweep R from front to back L – Rock R back – Recover on L
7-8 Take big step forward on R – Step L towards R and close

Tag: After 1st, 3rd, and 5th wall do this tag!

1 Cross R over L
2-3-4 Full turn left

No Restart!

Ending On 8th wall after 8 counts, do this ending!

Step L backward – Turn $\frac{1}{2}$ right and touch R to R side(12:00)

The Universal Line Dance Jakarta - Indonesia

Divisi Pendidikan, Pelatihan, dan Pengembangan The Universal Line Dance

Contact: tutukk_186@yahoo.com, ben.djunaed@gmail.com