

# So Done

COPPER KNOB  
STEPPERS

拍数: 32      墙数: 4      级数: Intermediate  
编舞者: Dawn Lesick (USA) - August 2013  
音乐: Done. - The Band Perry



Alt. Music: Small Town Throwdown by Brantley Gilbert  
(Start dancing on lyrics (32 beats) - No Tags or Restarts)

Start dancing on lyrics (32 beats)

Walk right, walk left, out – out, in –in, back lock step, coaster step (12:00)

1-2            Walk right, walk left  
&3&4        Out right, out left, in right, in left  
5&6        Back lock step right-left-right  
7&8        Coaster step left-right-left

Point side right, point side left, point side right, hitch point right, scuff hitch step, hip bumps left and right (12:00)

1&2            Point right, point left  
&3&4        Point right, hitch right, point right  
5&6        Scuff right, hitch right stepping out slightly right (weight goes to right)  
7-8        Hip bump left, hip bump right (weight on right)

¼ turn right step touch, lindy rock right, rock back recover, ¼ turn right, ¼ turn right (flip turn) (9:00)

1-2            Step left ¼ turn to the right, touch right (3:00)  
3&4        Lindy rock right\*\*\*  
5-6        Rock back left, recover right  
7-8        Step left forward ¼ turn to the right (6:00), Step right ¼ turn to the right(9:00)

Shuffle forward, kick ball change, pivot ½ turn, full turn (3:00)

1&2            Shuffle forward left-right-left  
3&4        Right kick ball change \*  
5-6        Step right forward, pivot ½ turn to the left\*\*  
7-8        Full turn to the left stepping right-left

\* Restart #1 Wall 3 starts at 6:00. Dance 28 counts. Restart after the kick ball change (facing 3:00).

\*\* Restart #2 Wall 7 starts at 12:00. Dance 30 counts. After half turn, step touch right for count 31 then Restart (facing 3:00); After guitar solo and first long pause in the music.

\*\*\*Ending Lindy right-left-right, stomp left (facing 12:00)

Note: Dance through the second pause in the music toward the end.

Contact: Dawn Lesick, Pittsburgh PA - playsomecountry@yahoo.com (8/6/2013)