

For The Fame

COPPER KNOB
BY STEPHEN

拍數: 32 牆數: 4 級數: Improver
編舞者: Micaela Svensson Erlandsson (SWE) - February 2017
音樂: Did It for the Fame - Sabina Dumba



**** Dedicated to Anna Engstrand as a huge thank you for the music suggestion ****

Intro 16 counts - Note: This dance is 2+2 walls

Section 1: □ Back Rock. Kick Ball Step. Walk. Walk. Anchor Step

1-2 Rock back on right foot. Recover onto left.
3&4 Kick right foot forward. Step right in place. Step forward on left.
5-6 Walk forward on right. Walk forward on left.
7&8 Step right foot behind left. Step left foot in place. Step right foot in place.

Section 2: □ Back Rock. Step. ¼ turn right. Cross Shuffle. Step. Hitch.

1-2 Rock back on left. Recover onto right.
3-4 Step forward on left. Turn ¼ right.
5&6 Cross left over right. Step right to right side. Cross left over right.
7-8 Step right to right side. Hitch right knee up.

Tag & Restart here: During wall 2 (Facing 9 o'clock) wall 4 (Facing 6 o'clock) & wall 6 (Facing 3 o'clock.)

Section 3: □ Side. Behind. Heel Jack. Dip. Touch. Kick Ball Cross.

1-2 Step left to left side. Cross right behind left.
&3 Step left foot diagonally back. Touch right heel forward.
&4 Step right in place, Cross left over right.

Restart here: During wall 9 facing 6 o'clock

5-6 Dip right knee down moving upper body towards the left diagonal. Touch left toes left.
7&8 Kick left foot forward. Step left in place. Cross right over left.

Section 4: □ Left Rock. Sailor ¾ Turn left. Tap & Heel & . Rock Step. □

1-2 Rock left to left side. Recover onto right.
3&4 Turn ¾ left stepping left behind right. Step right in place. Step forward on left.
5&6& Tap right toes in place. Step right in place. Touch left heel forward. Step left in place.
7-8 Rock forward on right. Recover onto left.

Easy option: Replace Sailor ¾ turn left with- Cross left behind right. ¼ turn right. Step forward on left.

Tag & Restart: Step Back on left foot after the Hitch and Restart. (8= Hitch, & = Step back, then start over on 1)

Tag & Restart (1-3): During Wall 2, 4 & 6 after Section 2.

Restart (4): During wall 9 after the Heel Jack (Section 3).