

# Honky Tonk Bar

COPPER KNOB  
STEPSHEETS

拍數: 32      牆數: 4      級數: Improver  
編舞者: Rafel Corbí (ES) - February 2019  
音樂: Every Little Honky Tonk Bar - George Strait



## SIDE, SYNCOPATED CROSS, SIDE, ROCK, RECOVER, KICK BALL CROSS

1            Step Right to side  
2&3        Cross Left behind Right, small step Right to side, cross Left over Right  
4            Step Right to side  
5-6        Rock Left back, recover weight forward to Right foot  
7&8        Kick Left in left diagonal, step Left beside Right, cross Right over Left

## SIDE, TOUCH, SIDE SHUFFLE, JAZZ BOX

9-10        Step left to left side, touch Right beside left  
11&12      Step Right to side, Left beside Right, step Right to side  
13-14      Cross Left over Right, step back with Right  
15-16      Step Left to left side, cross Right over Left

(\*Restart wall 9)

## SIDE SHUFFLE, 1/4 TURN SIDE SHUFFLE X 2, CROSS, SIDE

17&18      Step Left to left, Right beside Left, step Left to left  
19&20      1/4 turn right and step Right to right, Left beside Right, step Right to right 3:00  
21&22      1/4 turn right and step Left to left, Right beside Left, step Left to left 6:00  
23-24      Cross Right over Left, step left to side

## SAILOR STEP, CROSS, BACK, COASTER STEP, STEPS FORWARD

25&26      Step Right behind Left, small step Left to side, step Right to right side  
27-28      Cross/step Left over Right, turn 1/4 left and step Right back 3:00  
29&30      Step Left back, Right beside Left, step Left forward  
31-32      Step Right forward, step Left forward

## TAG (12 counts) After wall 2 looking at 6:00

1-2        Rock Right forward, recover onto Left  
3-4        Rock Right backward, recover onto Left  
5-6        Cross Right over Left, step left back  
7-8        Step Right to side, cross Left over Right  
9-10      Step Right to side, touch Left beside Right  
11-12     Step Left to side, touch Right beside Left

Restart wall 9 after count 16 (change count 16 "touch Right beside Left" instead of "cross Right over Left")