

The Spark

COPPER KNOB
BY STEPHENETS

拍數: 32 牆數: 4 級數: Easy Intermediate
編舞者: Martine Canonne (FR) - July 2019
音樂: The Spark - Rita Wilson : (Album: Halfway To Home)



Start : 16 counts

[1 – 8] : WIZARD R & L, STEP TURN, FULL TURN STEP

- 1 – 2& Step RF diagonal right forward, LF lock behind RF, step RF diagonal right forward
3 – 4& Step LF diagonal left forward, RF lock behind LF, step LF diagonal left forward
5 – 6 Step RF forward, turn ½ left (weight LF (06:00))
7 & 8 Turn ½ left stepping RF back, turn ½ left stepping LF forward, step RF forward (06:00)

[9 – 16] : GALLOP DIAGONAL L, POINT RF FWD, ¼ L w/FLICK, CROSS, POINT L w/SQUARING R & BODY OPEN R

- 1&2&3&4 In the Diagonal front left : step LF forward, step RF next to LF, step LF forward, step RF next to LF, step LF forward, step RF next to LF, step LF forward (04:30)
5 – 6 Touch point RF forward, turn ¼ left with flick out (01:30)
7 – 8 Cross RF over LF, return to 03:00 touching point LF to left side (Your body open diagonal right) (03:00)

[17 : 24] : VAUDEVILLE R, &, CROSS & CROSS, ¼, ½, TRIPLE L FWD

- 1&2& Cross LF over RF, step RF to right side, touch heel LF in the diagonal front left, step LF next to RF
3 & 4 Cross RF over LF, step LF to left side, cross RF over LF
5 – 6 Turn ¼ right stepping LF back, turn ½ right stepping RF forward
7 & 8 Step LF forward, step RF next to LF, step LF forward

[25 – 32] : 1 ¼ TURN w /PUSH TURN-POINT, MAMBO R FWD, COASTER STEP

- 1 – 4 Always support the LF, make : turn ¼ left touching point RF to right side (09:00), turn ½ left touching point RF to right side (03:00), turn ¼ left touching point RF to right side (12:00), turn ¼ left touching point RF to right side (09:00)
5 & 6 Step RF forward, recover onto LF, step RF back
7 & 8 Step LF back, step RF next to LF, step LF forward

TAG : At the end of wall 3, do the following 4 counts : ROCKING CHAIR

- 1 – 4 Step RF forward, recover onto LF, step RF back, recover onto LF

FINAL : Count 22, turn ¼ right instead of turn ½

<http://danseavecmartineherve.fr/>