

Southern California

COPPER **KNOB**
BY STEPSHEETS

拍數: 32 牆數: 4 級數: Novice Cha Cha
編舞者: Jesús Moreno Vera (ES) - January 2020
音樂: It Never Rains in Southern California - Ronnie Dunn



Sheet written by Jesús Moreno Vera
Intro 32 counts.

SIDE, CROSS ROCK, CHASSE ¼, STEP TURN ¼, TURN ¼, TOGETHER

- 01 - Step with right foot to the right.
- 02 - Cross left foot in front of the right foot.
- 03 - Recover weight in right foot.
- 04 - Step left to the left.
- & - Step right beside the left.
- 05 - Turn ¼ turn to the left and step left forward.
- 06 - Step forward with right foot.
- 07 - Turn ¼ turn to the left.
- 08 - Turn ¼ turn to the left and step right to the right.
- & - Step left to the right.

SIDE, CROSS, SIDE, CROSS SHUFFLE, TURN ¼, TURN ¼, SIDE, TOGETHER

- 01 - Step with right foot to the right.
- 02 - Cross left foot behind the right.
- 03 - Step right to the right
- 04 - Cross left foot on the right side.
- & - Step right to the right.
- 05 - Cross left foot in front of the right.
- 06 - Turn ¼ turn to the right and step right forward.
- 07 - Turn ¼ turn to the right and step left to the right.
- 08 - Step with right foot to the right.
- & - Step left to the right.

SIDE, BACK ROCK, SHUFFLE FWD, SKATE x2, TURN ¼, TOGETHER

- 01 - Step with right foot to the right.
- 02 - Rock back with left foot.
- 03 - Recover weight in right foot.
- 04 - Step left forward.
- & - Step right beside the left.
- 05 - Step left forward.
- 06 - Skate with right foot.
- 07 - Skate with left foot.
- 08 - Turn ¼ turn to the right and step right forward.
- & - Step left to the right.

STEP, STEP TURN ½, CHASSE ¼, ROCK BACK, SIDE, TOGETHER

- 01 - Step forward with right foot.
- 02 - Step forward with left foot.
- 03 - Turn ½ turn to the right.
- 04 - Turn ¼ turn to the right and step left to the left.
- & - Step right beside the left.
- 05 - Step left to the left.
- 06 - Rock back with right foot.

- 07 - Recover weight in left foot.
- 08 - Step with right foot to the right.
- & - step left to the right.

START OVER!!
