

Live Laugh & Line Dance

COPPER KNOB
STEPPERS

拍數: 32 牆數: 2 級數: Beginner / Improver
編舞者: Micaela Svensson Erlandsson (SWE) - December 2020
音樂: Live, Laugh & Line Dance - Pauline Brown



Intro: 16 counts

Section 1: Rock Step. Coaster Step. Step. ½ Turn right. Kick Ball Step.

- 1-2 Rock forward on right. Recover onto left
- 3&4 Step back on right. Step left beside right. Step forward on right.
- 5-6 Step forward on left. Turn ½ right.
- 7&8 Kick left forward. Step left in place. Step forward on right

Section 2: Left Dorothy. Right Dorothy. Rock Step. Jump back. (left, right) Heel Bounce.

- 1-2& Step forward on left. Lock right behind left. Step forward on left (in left diagonal)
- 3-4& Step forward on right. Lock left behind right. Step forward on right (in right diagonal)
- 5-6 Rock forward on left. Recover onto right.
- &7 Jump back on left. Jump back on right.
- &8 Lift both heels. Put both heels down.

Section 3: Kick Ball Cross. Kick Ball Cross. Side Rock. Behind. Side. Cross.

- 1&2 Kick right in right diagonal. Step right in place. Cross left over right (travelling right)
- 3&4 Kick right in right diagonal. Step right in place. Cross left over right (travelling right)
- 5-6 Rock right. Recover onto left.
- 7&8 Cross right behind left. Step left to left side. Cross right over left (traveling left)

Section 4: Point & Point & Heel Switches. Rock Step. Coaster Step.

- 1& Point left toes to left side. Step left in place.
- 2& Point right toes to right side. Step right in place.
- 3& Touch left heel forward. Step left in place.
- 4& Touch right heel forward. Step right in place.
- 5-6 Rock forward on left. Recover onto right.
- 7&8 Step back on left. Step right beside left. Step forward on left.

Tag: After Wall 2 (Facing 12 O'clock) 3 (Facing 6 O'clock) 5 (Facing 6 O'clock) 7 (Facing 6 O'clock)

*1st 3rd & 4th 1 Right Jazz Box

*2nd 3 Right Jazz Boxes.

Ending: The music slows down at the end, changing rhythm. Try to keep the rhythm and dance until the end and turn ½ left to end facing front wall