

# Stars Collide

**COPPER KNOB**  
STEPPERS

拍數: 32      牆數: 2      級數: Improver  
編舞者: Wim Tribout (BEL) - February 2025  
音樂: When Stars Collide - Headland



Intro: 32 counts

## WALK BWD X2, STEP LOCK ROCK BWD, STEP LOCK STEP FWD

1 2            Step R backward, step L backward  
3&4          Step R backward, lock L over R, rock R backward  
5 6            Recover on L, step R forward  
7&8          Step L forward, lock R behind L, step L forward

## FIGURE OF EIGHT ¼

1 2            Step R aside, step L behind R  
3 4            Step R ¼ forward, step L forward  
5 6            R+L turn ½ R (weight on R), step L aside with ¼ turn  
7 8            Step R behind L, step L forward with ¼ turn

## ROCK FWD, STEP BWD, TOUCH, ROCK FWD, TURN ¼, TOUCH

1 2            Rock R forward, recover on L  
3 4            Step R backward, touch L next to R  
5 6            Rock L forward, recover on R  
7 8            Step L aside with a ¼ turn, touch R next to L

## HALF RUMBA BWD, ROCK BWD, FULL TURN

1 2            Step R aside, step L next to R  
3 4            Step R backward, rock L backward  
5 6            Recover on R, step L backward with ½ turn  
7 8            Step R forward with ½ turn, step L forward

## Option 6 7 8: WALK FWD X3

Start again

### Tag 1: after wall 2 & 5

#### (STOMP R, BEHIND, SIDE, CROSS) X2

1 2            Stomp R aside, step L behind R  
3 4            Step R aside, cross L over R  
5 6            Stomp R aside, step L behind R  
7 8            Step R aside, cross L over R

### Tag 2: after wall 10

#### STOMP R, BEHIND, SIDE, CROSS

1 2            Stomp R aside, step L behind R  
3 4            Step R aside, cross L over R

### Ending: after wall 12

#### (STOMP R, BEHIND, SIDE, CROSS) X2

1 2            Stomp R aside, step L behind R  
3 4            Step R aside, cross L over R  
5 6            Stomp R aside, step L behind R  
7 8            Step R aside, cross L over R

**WALK FWD X2, ROCK FWD, FULL TURN, STEP BWD, SLOW DRAG ACROSS**

- 1 2 Step R forward, step L forward
  - 3 4 Rock R forward, recover on L
  - 5 6 Step R forward with  $\frac{1}{2}$  turn, step L backward with  $\frac{1}{2}$  turn
  - 7 8 Step R backward, drag L slow across R
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