

Moments In The Past

COPPER KNOB
BY STEPHEN

拍數: 32 牆數: 4 級數: Intermediate
編舞者: John Bailey (CAN)
音樂: Sing for Me (Soundfactory Radio Edit) - Andreas Johnson



2 SCISSOR STEPS, UNWIND full turn & ¼ TURN OVER RIGHT SHOULDER, RIGHT COASTER STEP

1&2 Step right to right side, bring left beside right, cross right over left
3&4 Step left to left side, bring right beside left, cross left over right
5-6 Unwind full turn & ¼ turn over your right shoulder (weight ends on left)
7&8 Right coaster step (step back right, bring left beside right, step forward right)

Alternative

1&2 Rock right to right side, recover on left, cross right over left
3&4 Rock left to left side, recover on right, cross left over right
5-6 Unwind an 1/8 of a turn, continue another 1/8 of a turn (weight ends on left)
7&8 Right coaster step (step back right, bring left beside right, step forward right)

LEFT SIDE SHUFFLE, RIGHT CROSS SHUFFLE, ¼ TURN LEFT, ½ TURN LEFT, LEFT COASTER STEP

1&2 Step left to left, bring right beside, step left to left
3&4 Cross right over left, step left to left, cross right over left
5-6 Step a ¼ turn left with left, step a ½ turn left with right
7&8 Left coaster step (step back with left, bring right beside left, step forward left)

SHUFFLE FORWARD TWICE, STEP FORWARD LEFT, PIVOT A ¼ TURN LEFT, CROSS, BACK, TOUCH

1&2 Shuffle forward leading with right (step forward right, bring left beside right, step forward right)
3&4 Shuffle forward leading with left (step forward left. Bring right beside left, step forward left)
5-6 Step forward right, pivot a ¼ turn left (weight ends on left)
7&8 Cross right over left, step back left, touch right toe forward

ROCK BACK RIGHT, RECOVER, STEP FORWARD RIGHT, SHUFFLE FORWARD LEFT, STEP FORWARD RIGHT, PIVOT A ½ TURN LEFT, RIGHT KICK BALL CROSS

1&2 Rock back on right, recover on left, step forward on right
3&4 Shuffle forward leading with left
5-6 Step forward right, pivot a ½ turn left
7&8 Kick right forward, step down on the ball of right foot, cross left over right

REPEAT