

When I Leave

COPPER KNOB
BY STEPHEN BRETZ

拍數: 48 牆數: 2 級數:
編舞者: Judy McDonald (CAN)
音樂: When I Leave This House - Adam Gregory



RIGHT SIDE SHUFFLE, LEFT ROCK STEP

1&2-3-4 Step right to side, step left beside right, step right to side, step left back, step right in place

LEFT STEP FORWARD, PIVOT ½ RIGHT STEP, LEFT STEP SIDE, RIGHT TOUCH

5-8 Step left forward, pivot ½ right step in place, step left to side, touch right beside left

RIGHT WEAVE & WAVE

1-4 Step right to side, step left behind right, step right to side, step left across in front of right

5-8 Step right to side, step left behind right, step right to side, step left across in front of right

During the chorus, wave your right hand as you're doing this, like you're saying "goodbye!" (makes sense when you listen to the chorus!)

RIGHT SHUFFLE FORWARD, LEFT ROCK STEP

1&2-3-4 Step right forward, step left beside right, step right forward, step left forward, step right in place

LEFT SHUFFLE BACK, RIGHT ROCK STEP

5&6-7-8 Step left back, step right beside left, step left back, right step back, step left in place

RIGHT KICK, RIGHT STEP CROSS, LEFT STEP SIDE, RIGHT STEP CROSS

1-4 Kick right forward, step right across in front of left, step left to side, step right across in front of left

LEFT KICK, LEFT STEP CROSS, RIGHT STEP SIDE, LEFT STEP CROSS

5-8 Kick left forward, step left across in front of right, step right to side, step left across in front of right

RIGHT SIDE SHUFFLE, LEFT ROCK STEP

1&2-3-4 Step right to side, step left beside right, step right to side, step left back, step right in place

LEFT SIDE SHUFFLE, RIGHT ROCK STEP

5&6-7-8 Step left to side, step right beside left, step left to side, step right back, step left in place

RIGHT HEEL BOUNCES X 4

1-4 Step right slightly forward, bounce right heel three times

LEFT TOUCH, RIGHT HEEL JACK TWICE

5&6&7&8 Touch left beside right, step left back, touch right heel forward, step right back to center, touch left beside right, step left back, touch right heel forward

REPEAT
