

Lui's Drama

COPPER KNOB
STEPPERS

Count: 32

Wand: 2

Ebene: Improver

Choreograf/in: Birgit Kjerside Jensen (DK) & Berit Lykke Poulsen

Musik: Drama Queen - DQ Alias Peter Andersen



We dedicated this dance to Louise Sloth Pedersen (Lui) from Linedance 4 You for her never ending good mood and optimistic way to see everything in life! She really is a sweet girl!

RIGHT WINE, LOCK STEP

- 1-2 Step right foot to right side, cross left behind right
- 3-4 Step right foot to right side, touch left beside right
- 5-6 Step forward on left, lock right behind left
- 7-8 Step forward on left, touch right beside left

POINT & POINT & POINT AND HOLD, FULL TURN RIGHT

- 1&2& Point right to right side, bring right next to left, point left to left side, bring left next to right
- 3-4 Point right to right side, hold - clapping hands
- 5-8 Make a full turn to right stepping on right-left-right, touch left next to right

POINT & POINT & POINT AND HOLD, FULL TURN LEFT

- 1&2& Point left to left side, bring left next to right, point right to right side, bring right next to left
- 3-4 Point left to left side, hold - touch right next to left clapping hands
- 5-8 Make a full turn to left stepping on left-right-left, touch right next to left

ROCKING CHAIR, STEP ½ TURN, WALK WALK

- 1-2 Rock right forward, recover to left
- 3-4 Rock right back, recover to left
- 5-6 Step forward on right, ½ turn left
- 7-8 Repeat walk right, walk left

REPEAT

TAG

After wall 2 & 6 & 9 & 11

The tag after wall 9 has 4 extra counts so make the Hip And Queen Movements one more time

The tag after wall 11 has 16 counts so make the tag twice

- 1&2 Jump forward on right, put left next to right
- 3&4 Jump back on right, put left next to right
- 5-6 Step right foot to right side for right hip bump (right arm must be moved from heart center and out like: "see me. I'm a queen." head follows the arm)
- 7-8 Step left foot to left side for left hip bump (left arm must be moved from heart center and out like: "see me. I'm a queen." head follows the arm)