

Rearview Town

COPPER KNOB
BY REPUBLIC

Count: 64

Wall: 4

Level: Intermediate

Choreographer: Flo Garnier (FR) - November 2020

Music: Rearview Town - Jason Aldean



Intro : 32 counts - 4 restarts

Structure : intro - 64 - 64 - 16 (restart) - 32 (restart) - 64 - 32 (restart) - 32 (restart) - 64

[1 - 8] : mambo step R FW, hold, sweep L BW, behind L, twist turn 3/4 L

- 1 - 2 - 3 - 4 RF ahead, recover BW on LF, RF behind, pause
- 5 - 6 Slow back sweep LF
- 7 - 8 LF cross behind RF, $\frac{3}{4}$ turn on the L

[9 - 16] : rock step R FW, recover, step R BW $\frac{1}{4}$ turn L, $\frac{1}{4}$ turn L and step L FW, step R FW, step L FW, $\frac{1}{2}$ turn L and step R BW $\frac{1}{2}$ turn L

- 1 - 2 RF ahead, recover BW on LF
- 3 - 4 $\frac{1}{4}$ turn on the L with RF cross behind LF, $\frac{1}{4}$ turn on the L with LF ahead,
- 5 - 6 RF ahead, LF ahead
- 7 - 8 $\frac{1}{2}$ turn on the L, together (BW on LF)

Here : Restart on the 3rd wall

[17 - 24] : cross kick R, kick R diagonally, behind side cross R, side rock step L, recover, cross L, $\frac{1}{4}$ turn L and step R BW

- 1 - 2 Kick RF crossing over LF, kick RF diagonally R forward
- 3 & 4 RF cross behind LF, LF on the L, RF cross over LF
- 5 - 6 LF on the L, recover BW on RF
- 7 - 8 LF cross over RF, $\frac{1}{4}$ turn on the L with RF behind

[25 - 32] : kick L FW, rock step L BW, recover, kick L FW and out and cross R, $\frac{1}{2}$ turn L

- 1 - 2 - 3 Kick LF forward, LF behind, recover BW on RF
- 4 & 5 & 6 Kick LF forward & LF beside RF & RF on the R & LF beside RF & RF cross over LF
- 7 & 8 $\frac{1}{2}$ turn on the L (Option : triple heel bounce while turning)

Here : Restart on the 4th, 6th and 7th wall

[33 - 40] : walk R, walk L, rock step R FW, recover, Triple $\frac{1}{2}$ turn pivot (R, L, R), rock step L FR

- 1 - 2 RF ahead, LF ahead
- 3 - 4 RF ahead, recover
- 5 - 6 $\frac{1}{2}$ turn R and RF ahead, $\frac{1}{2}$ turn R and LF behind
- 7 - 8 $\frac{1}{2}$ turn R and RF ahead, LF ahead

[41 - 48] : recover, step L BW, step R BW, $\frac{1}{2}$ turn L and step L FW, rock step R FW, coaster step L BW cross R

- 1 - 2 recover BW on RF, LF behind
- 3 - 4 RF behind, $\frac{1}{2}$ turn L and LF ahead
- 5 - 6 RF ahead, recover BW on LF
- 7 & 8 RF behind, LF beside RF, RF cross over LF

[49 - 56] : side rock step L, recover, behind L, side R, cross shuffle L, side R and $\frac{1}{4}$ turn L, hook L FW

- 1 - 2 LF on the L, recover BW on RF
- 3 - 4 LF cross behind RF, RF on the R
- 5 & 6 LF cross over RF, RF on the R, LF cross over RF
- 7 - 8 RF on the R with $\frac{1}{4}$ turn on the L, hook LF over RF

[57 - 64] : step L FW, touch R, step R BW, touch L, step lock step L FW, scuff R

- 1 - 2 LF ahead, RF touch behind LF
- 3 - 4 RF step backward, LF touch right ahead of RF
- 5 - 6 LF devant, RF behind LF
- 7 - 8 LF devant, RF brush the floor from back to head

Restart 1 : after the 16th count on the 3rd wall

Restart 2, 3, 4 : at the end of the 4th, 6th and 7th wall
