

# Alcohol of Fame

**COPPER** **NOB**  
BY STEPHEN

**Count:** 24

**Wall:** 2

**Level:** waltz

**Choreographer:** Barry Amato (USA) - December 2016

**Music:** Alcohol of Fame - Shane Owens



Music available on iTunes, amazon, Spotify or [www.shaneowenscountry.com](http://www.shaneowenscountry.com)

## Twinkle, Twinkle with/ a ¼ turn

- 1-2-3 Step/crossing R foot over L (1). Step slightly to the L on the L foot (2). Recover on R foot in place (3).
- 4-5-6 Step/crossing L foot over R (4). Step to the R on R foot as you begin to pivot ¼ turn to the L on ball of the R foot (5). Recover slightly forward on the L foot (6).

## Full turn progressing forward, step forward, ½ turn pivot, ¼ turn

- 1-2-3 Begin turn by stepping forward on the R foot to prep turn (1). With weight on R foot, pivot ½ turn over the R shoulder with L foot taken weight after pivot (2). With weight on L foot, pivot another ½ turn over R should and then step forward onto the R foot (3).
- 4-5-6 Step forward on the L foot (4). Pivot ½ turn R with R foot taken (5). With weight on R foot, pivot ¼ turn R and step to the side on the L foot (6).

## Cross, point, hold, ¼ turn/cross, point, hold

- 1-2-3 Cross R foot over the L (1). Point L foot to L side (2). Hold (3).
- 4-5-6 As you cross the L foot over the R, ¼ turn to the L (4). Point R foot to the R side (5). Hold (6).

## Weave, ¼ turn, step ½ pivot

- 1-2-3 Begin weave crossing R foot over L (1). Step to the L on L foot (2). Step R foot behind L (3).
- 4-5-6 ¼ turn to the L as you step forward on the L foot (4). Step forward on the R foot (5). Pivot ½ turn L with L foot taken weight (6).

**Begin again.**

**Tag:** There is a 3 count hold at the end of the 9th wall. You will be facing the front wall when you do this hold.

**Optional ending for performances:** You will end the dance facing the back wall.

**Begin the first 3 counts (twinkle) and then with weight on the R foot, pivot a ½ turn right (to face front wall) and settle weight onto the L foot for last count of music.**

---