

# Leave a Light On

**COPPER** KNOB  
STEPPERS

Count: 32

Wall: 2

Level: Intermediate

Choreographer: Hiroko Carlsson (AUS) - April 2018

Music: Leave a Light On - Tom Walker : (iTunes)



(0 count intro / Start on vocals)

## [S1] Fwd, 1/2R Chase Turn, Fwd, Fwd, Fwd-Together, 3x Back w/Sweep

- 1 2& Step R forward, Step L forward, Make a ½ turn right recover weight on R
- 3 4 Walk forward L-R
- 5& Step L forward, Step R next to L
- 6 7 Step back on L sweeping R foot around L, Step back on R sweeping L foot around R
- 8 Step back on L sweeping R foot around L (6:00)

## [S2] 2x Sailor Step-Behind-1/4R Fwd-1/4R Side

- 1&2 Step R behind L, Step L to side, Step R to side
- 3&4 Step L behind R, Make a ¼ turn right stepping forward on R, Make a ¼ turn right stepping L to left side (12:00)
- 5&6 Step R behind L, Step L to side, Step R to side
- 7&8 Step L behind R, Make a ¼ turn right stepping forward on R, Make a ¼ turn right stepping L to left side (6:00)

## [S3] Cross Rock-1/4R Fwd, Step-Spiral, Fwd-Fwd, Step-Spiral, Fwd-Fwd-Together, Back-Back

- 1 2& Rock/cross R over L, Recover weight on L, Make a ¼ turn right stepping forward on R
- 3 4& Step L forward and make a full spiral turn left (3), Run forward RL (4&)
- 5 Step R forward and make a full spiral turn right
- 6&7 Run forward LR (6&), Step L together (7)
- 8& Run back RL (9:00)

## [S4] 1/4R Basic R, Basic L, Fwd w/ Hitch, 1/2L Cross Rock, Side Lunge-Recover-Together

- 1 2& Make a ¼ turn right stepping R to right side, Rock/step L behind R, Recover weight on R
- 3 4& Step L to left side, Rock/step R behind L, Recover weight on L
- 5 6& Step R forward w/ L hitch, Make a ½ turn right on ball of right foot (w/hitch L) and cross L over R, Recover weight on R
- 7 8& Lunge L to left side, Recover weight on R, Step L together (6:00)

Restart on Wall 2 count 16 (12:00) & Wall 5 count 16 (6:00)

Please feel free to contact me if you need any further information. ([hirokoclinedancing@gmail.com](mailto:hirokoclinedancing@gmail.com))  
(updated: 28/Apr/18)