

Wichita Lineman

COPPER KNOB
STEPPERS

Count: 28

Wall: 2

Level: Improver

Choreographer: Karen Hannaford (NZ) - March 2019

Music: Wichita Lineman - Glen Campbell : (Album: Wichita Lineman)



Intro: 16 counts – start on the word ‘county’

[1-8] R SHUFFLE FWD, ¼ PIVOT, CROSS SHUFFLE, SIDE ROCK, RECOVER

1&2,3,4 Step R Fwd, step L tog, Step R fwd, Step L fwd, pivot ¼ right taking weight on R - 3:00
5&6,7,8 Cross L over right, step R to side, cross L over right, step R to side swaying hips right, sway hips L - 3:00

[9-16] ¼ COASTER, ¼, TOUCH, R COASTER BACK, L COASTER FWD

1&2,3,4 Step R behind left turning ¼ right, step L together, step R fwd, Turn ¼ right stepping L to side, touch R tog - 9:00
5&6 7&8 Step R back, Step L tog, Step R fwd, Step L fwd, step R tog, Step L back - 9:00

[17-24] ½ ROCK, RECOVER, ½, FWD, FWD-TAP-BACK, BACK- ¼ -CROSS

1,2,3,4 Turn ½ right rocking fwd on R, recover weight on L, Turn ½ right stepping R fwd, step L fwd - 9:00

(Non turning alternative – Rock R back, recover on L, step R fwd, step L fwd)

5&6,7&8 Step R fwd, tap L behind right, step L back, Step R back, turn ¼ left stepping R to side, cross R over - 6:00

[25-28] SIDE ROCK, RECOVER, BEHIND – SIDE - FWD

1,2 Rock L to side, Recover on R - 6:00
3&4 Cross L behind right, step R to side, step L fwd. - 6:00

TAG – 12 COUNTS

At the end of walls 2, 4, 6 (each time facing the front)

[1-12] ¼, TOUCH, ¼ SHUFFLE, ¼, TOUCH, ¼ SHUFFLE, CROSS ROCK, RECOVER, SIDE, CROSS ROCK, RECOVER, SIDE.

1,2,3&4 Turn ¼ left stepping R to side, touch L tog, Step L to side, step R tog, turn ¼ left and step L fwd.
5,6,7&8 Turn ¼ left stepping R to side, touch L tog, Step L to side, step R tog, turn ¼ left and step L fwd
9&10 Cross rock R over left, recover weight on L, step R to side
11&12 Cross rock L over right, recover weight on R, step L to side.

ENDING: At the end of wall 7, shuffle fwd, ½ pivot, fwd.

This song was on the first album that my Dad ever bought for me, so I'm dedicating this dance to him.

Contact: linedancergal@gmail.com