

Return Of The Mack

COPPER KNOB
STEPPSHEETS

Count: 32

Wall: 4

Level: Improver

Choreographer: Tim Tanner (USA)

Music: Return of the Mack - Mark Morrison



½ CUT VAUDEVILLE STEP

- &1 Right foot to right side, left heel forward
- &2 Left foot back to center, right foot beside left foot
- &3 Left foot to left side, right heel forward
- &4 Right foot back to center, left foot beside right foot
- &5 Right foot to right side, left heel forward
- &6 Left foot back to center, right foot beside left foot
- &7 Left foot to left side, right heel forward
- &8 Right foot back to center, left foot beside right foot

BLUES BROTHERS SHUFFLE

- & Raise right knee and cross over left thigh
- 9 Step to right with right foot and with both feet planted firmly, rock both knees to the right
- &10 Knees back to center, knees back to right
- &11 Knees back to center, knees back to right
- & Knees back to center
- 12 Rock both knees to right at the same time raise left knee and cross over right thigh

As you rock your knees you are gradually shifting your body to the right, so when you raise your left knee your weight is on your right foot

- 13 Step to the left with left foot, with both feet planted firmly in place, rock both knees to the left
- 14& Knees back to center, rock both knees to left
- 15& Knees back to center, rock both knees to left
- 16& While raising right knee over left thigh, rock both knees to left

KICK BALL CROSSES RIGHT & LEFT

- 17 Kick right foot in front
- &18 Right foot back to center, cross left foot over right
- 19 Step right foot to right side
- 20 Touch left foot beside right
- 21 Kick left foot forward
- &22 Left foot to center, cross right foot over left
- 23 Step left with left foot
- 24 Touch right foot beside left

¼ PIVOTS & WALK BACK

- 25 Step forward on right foot
- 26 Make a ¼ turn left
- 27 Step forward on right foot
- 28 Make a ¼ turn left
- 29 Step forward on right foot
- 30 Make a ¼ turn left
- 31 Step back slightly with right foot
- 32 Step back slightly with left foot

REPEAT

