

Step Into The Light

COPPER KNOB
STEPSHEETS

Count: 48

Wall: 4

Level: Intermediate

Choreographer: Debbie Ellis (ES) - April 2010

Music: All for You - Kate Ryan



Start dancing on lyrics

Step, Touch, & Heel, & Step, Pivot ½ Turn, Triple Full Turn

- 1-2 Step right forward, touch left together
- &3&4 Step left in place, touch right heel forward, step right in place, step left forward
- 5-6 Step right forward, turn ½ left (weight to left)
- 7&8 Full triple turn left stepping right, left, right

Easier option for counts 7&8: shuffle forward (stepping right, left, right)

Step, Touch, & Heel, & Step, Rock, Recover, Chasse ¼ Turn

- 1-2 Step left forward, touch right together
- &3&4 Step right in place, touch left heel forward, step left in place, step right forward
- 5-6 Rock left forward, recover to right
- 7&8 Turn ¼ left and step left to side, step right together, step left to side

Weave Left With Point, Weave Right With Point

- 1-4 Cross right over left, step left to side, cross right behind left, touch left to side
- 5-8 Cross left over right, step right to side, cross left behind right, touch right to side

Cross Points Twice (Traveling Forward), Step, Pivot ½ Turn, Kick Ball Change

- 1-2 Cross right over left, touch left to side
- 3-4 Cross left over right, touch right to side
- 5-6 Step right forward, turn ½ left (weight to left)
- 7&8 Kick right forward, step on ball of right in place, step left in place

Forward Rock, Shuffle ½ Turn, Forward Rock, Coaster Step

- 1-2 Rock right forward, recover to left
- 3&4 Shuffle turn ½ right stepping right, left, right
- 5-6 Rock left forward, recover to right
- 7&8 Left coaster step

Forward Rock, Triple ¾ Turn (Right), Forward Rock, Triple ¾ Turn (Left)

- 1-2 Rock right forward, recover to left
- 3&4 Triple ¾ turn right stepping right, left, right
- 5-6 Rock left forward, recover to right
- 7&8 Triple ¾ turn left stepping left, right, left (9:00)

Repeat

RESTART: DURING wall 6, dance up to count 32 (kick ball change), then restart facing front wall