

Lands of Dreaming

COPPER KNOB
STEPPERS

Count: 48

Wall: 4

Level: High Beginner

Choreographer: Jacob Andersen (DK) - October 2012

Music: Land of Dreaming - Masterboy



Intro: 32 counts from the first beat in music. (when lyrics begin) Start with weight on L foot.

Section 1: Side mambo R, side mambo L, shuffle forward, pivot ¼ turn R.

- 1 & 2 Rock R to R side, recover on L, step R next to L
- 3 & 4 Rock L to L side, recover on R, step L next to R
- 5 & 6 Step R fwd, step L next to R, step R fwd
- 7 – 8 Step L fwd, make ¼ turn, recover on R.

Section 2: Cross shuffle, step drag, right rocking chair

- 1 & 2 Cross L in front of R, step R to R, cross L in front of R
- 3 – 4 Step R to side, drag L next to R (weight on left)
- 5 – 6 Rock R fwd, recover on L
- 7 – 8 Rock R back, recover on L

(Restart at wall 6 facing 12 o'clock)

Section 3: Paddle ¼ left x2, cross point x2

- 1 – 2 Hitch R knee, turn ¼ L and touch R to side
- 3 – 4 Hitch R knee, turn ¼ L and touch R to side
- 5 – 6 Cross R over L, point L to side
- 7 – 8 Cross L over R, point R to side

Section 4: R jazz box, chasse R, L back rock

- 1 – 2 Cross R over L, step back on L
- 3 – 4 Step R to R side, cross L over R
- 5 & 6 Step R to R side, step L next to R, step R to R side
- 7 – 8 Rock back on L, recover on R

Section 5: Chasse L, R back rock, hip bumps

- 1 & 2 Step L to L side, step R next to L, step L to L side
- 3 – 4 Rock back on R, recover on L
- 5 – 6 Step R to R, push R hip to R side, push L hip to L side
- 7 – 8 Push R hip to R side, push L hip to L side

Section 6: Diagonals fwd and back, diagonals back and fwd

- 1 – 2 Step R fwd to diagonal R, L touch beside R (clap)
- 3 – 4 Step L back on diagonal L, R touch beside L (clap)
- 5 – 6 Step R back on diagonal R, L touch beside R (clap)
- 7 – 8 Step L fwd on diagonal L, R touch beside L (clap)

And the whole thing starts over again.

**The ending (wall 8, facing 12 o'clock) is when you have done the rocking chair.
Then slowly raise your arms like an angel**

Contact: lolle@live.dk