

Notte D'amore Con Te

COPPER **KNOB**
BY STEPHENETS

Compte: 32

Mur: 4

Niveau: Intermediate social cha



Chorégraphe: Zac Detweiller (USA)

Musique: Notte D'amore Con Te - ATC

CROSS TOUCH, STEP, FORWARD SHUFFLE, ROCK, RECOVER, BACKWARD SHUFFLE

- 1-2 Touch right foot across the left, step right in place
3&4 Moving forward step left-right together-left
5-6 Rock forward placing weight onto right foot, bring weight back onto left foot
7&8 Moving backward step right-left together-right

TOUCH, PIVOT ½ LEFT, SHUFFLE LEFT, CROSS ROCK, RECOVER, SHUFFLE ¼ RIGHT

- 1-2 Touch left foot behind right, pivot ½ turn to the left keeping weight on right foot
3&4 Moving left step left-right together-left
5-6 Rock onto right foot crossing in front of the left, bring weight back onto left foot
7&8 Moving to the right step right-left together-right making a ¼ turn right

STEP, TURN, FORWARD SHUFFLE, ½ TURN LEFT, ½ TURN LEFT, ROCK RECOVER

- 1-2 Step forward onto left foot, make ½ turn to the right stepping onto the right foot
3&4 Moving forward step left-right together-left
5-6 Step forward onto right foot making ½ turn left, step forward onto left making ½ turn left (making a full turn on 2 counts)
7-8 Rock forward placing weight onto right foot, bring weight back onto left foot

CROSS ROCK, RECOVER, STEP, CROSS ROCK, RECOVER, STEP, POINT, TOUCH, POINT TOUCH

Counts 1-4& please travel slightly backwards to keep spacing on floor

- 1-2 Rock onto right foot crossing in front of the left, bring weight back onto left foot
& Step onto right foot beside left
3-4 Rock onto left foot crossing in front of the right, bring weight back onto right foot
& Step onto left foot beside right
5-6 Point toe of right foot forward, touch right foot beside the left heel
7-8 Point toe of right foot to the right, touch right foot beside the left heel

REPEAT

ENDING

When the heavy beat has ended continue with one more repetition of the dance. On count 32 cross right foot over left and unwind ¾ to left to present the dance to the front wall.