

You're The Solution

COPPER KNOB
STEPSHEETS

拍数: 32 墙数: 4 级数: Intermediate
编舞者: Rep Ghazali (SCO) - September 2018
音乐: You're The Solution (Chez Remix) by Loving Caliber



#16 count intro start on vocal

Restart: 7th wall (6 o'clock wall) - dance up to count 16 and Restart facing 3 o'clock wall

[01-08] R & L TOE SWITCHES, & CROSS-SIDE, & L & R TOE SWITCHES, & CROSS-¼ TURN

- 1&2 touch Right toe to Right side, step Right together, touch Left toe to Left side
- &3-4 step Left beside Right, cross Right over Left, step Left to Left side
- &5&6 touch Left toe to Left side, step Left together, touch Right toe to Right side
- &7-8 step Right beside Left, cross Left over Right, ¼ turn Left by stepping back Right (9)

[09-16] L TRIPLE ½ TURN, R FWD-½ TURN R, R SIDE-L TOUCH-L SIDE-R KICK, R BEHIND-L ¼ TURN

- 1&2 triple ½ turn Left by stepping forward Left-Right-Left (3)
- 3-4 step forward Right, ½ turn Right by stepping back Left (9)
- &5&6 ¼ turn Right by stepping Right to Right side, touch Left beside Right, step Left to Left side, kick Right diagonally forward Right (12)
- 7-8 step Right behind Left, ¼ turn Left by stepping forward Left (9)

Restart: 7th wall

[17-24] R & L DOROTHY, R CROSS-¼ TURN, R SAILOR ½ TURN CROSS

- 1-2& step Right diagonally forward Right, lock Left behind Right, step forward Right
- 3-4& step Left diagonally forward Left, lock Right behind Left, step forward Left
- 5-6 cross Right over Left, ¼ turn Right by stepping back Left
- 7&8 ½ turn Right by sweeping Right from front to back and stepping behind Left, step Left to Left, cross Right over Left

[25-32] L SIDE-HOLD, R BEHIND-¼ TURN-½ TURN, L BACK-R BACK, L COASTER

- 1-2 step Left to Left side, hold
- &3-4 step Right behind Left, ¼ turn Left by stepping forward on Left, ½ turn Left by stepping on back Right (9)
- 5-6 step back Left (optional styling: Right toe fan out as you step back Left), step back Right (optional styling: Left toe fan out as you step back Right)
- 7&8 step back Left, step Right together, step forward Left (9)