

I Know Jack About That

COPPER KNOB
STEPPERS

拍数: 32 墙数: 4 级数: Improver
编舞者: Jean-Louis Chevalier (CAN), Josiane Tara Vicini (FR) & I.C.E. (ES) - July 2021
音乐: I Know Jack About That - Tim Hicks



Intro: 16 counts (approx. 10 secs) - Start just before vocals

S1: Walk, Walk, Step, Pivot ½ Turn, Shuffle ½ Turn, Coaster Cross

1-2 Step RF forward, Step LF forward
3-4 Step RF forward, pivot ½ turn left (weight forward on LF)
5&6 Make ¼ turn left stepping RF to side, step LF next to RF, make ¼ turn left stepping RF back
7&8 Step LF back, Step RF beside LF, Cross LF over RF

S2: Side, Together, Side Shuffle, Cross, Unwind, Mambo

1-2 Step RF right, Step LF beside RF,
3&4 Step RF right, Step LF beside RF, Step RF right
5-6 Cross LF over RF, make ¾ turn right with weight on LF 9:00

*** Tag here on Wall 4 (see note below)**

7&8 Step RF back, Recover on LF, Step RF beside LF

S3: Step, Toe Touch, Step, Toe Touch, Side Shuffle, Rock Step, Side, Slide

1&2& Step LF left, Toe touch RF beside LF, RF to right, Toe touch LF beside RF
3&4 Step LF left, Step RF beside LF, Step LF left
5-6 Cross rock RF over LF, Recover on LF
7-8 Large Step RF right, Slide LF behind RF (without weight)

S4: Cross, Step, Heel Touch, Beside, Vaudeville, Cross, Scuff, Stomp, Stomp

1&2& Cross LF behind RF, Step RF right, Heel Touch LF Diagonal forward, step LF next to RF
3&4& Cross RF over LF, Step LF left, Heel Touch RF Diagonal forward, step RF next to LF
5-6 Cross LF over RF, Scuff RF forward
7-8 Stomp down RF, Stomp LF down

Start Over

***TAG: During Wall 4 dance up to and including count 14, add the following 2-count tag facing 3:00, then restart the dance.**

Back Rock, Recover

1-2 Rock Step RF Back, recover on LF (this replaces the Mambo Step normally danced at this point)

****ENDING: On Wall 10 facing 9:00, complete the first 29 counts then, as the music slows down, add:**

1-3 Step RF forward, pivot ½ turn left and hold (weight on RF), step LF next to RF

For any comments: Chevalierrca@hotmail.com or josiane.vicini@wanadoo.fr