

# Kings and Things

**COPPER** KNOB  
STEPPERS

拍数: 32      墙数: 4      级数: Beginner  
编舞者: Diana Smith (USA) - April 2024  
音乐: Bury Me In Blue Jeans - Midland



## #24-count Intro; 2 Restarts

### Section 1 – Walk Forward, Heel Split, Walk Back, Heel Split

- 1-2      Walk forward R, L
- 3&4      Step R next to L, Split heels out and in (take weight on R)
- 5-6      Walk back L, R
- 7&8      Step L next to R, Split heels out and in (take weight on L)

### Section 2 – Vine Right, Partial Vine Left with 1/4 Turn Shuffle

- 1-2      Step R to the right, Step L behind R
- 3-4      Step R to the right, Touch L next to R
- 5-6      Step L to the left, Step R behind L
- 7&8      Shuffle to the left (L, R, L) while turning 1/4 to the left

### Section 3 – Rock, Recover, 1/2 Turn Shuffle x2, Sailor Step

- 1-2      Rock forward on R, Recover on L
- 3&4      Shuffle (R, L, R) while making a 1/2 turn over right shoulder
- 5&6      Shuffle (L, R, L) while making a 1/2 turn over right shoulder
- 7&8      Right Sailor Step (Step R behind L, step L out, step R out)

### Section 4 – Back Pony Steps, Forward Diagonal Step, Stomps

- 1&2      Step L back (popping R knee forward), Step R next to L, Step L back (popping R knee forward)
- 3&4      Step R back (popping L knee forward), Step L next to R, Step R back (popping L knee forward)

### Easier Option for 1-4: You change out pony steps for back shuffles (L, R, L then R, L, R)

- 5-6      Step L forward to the left diagonal, Touch R next to L
- 7&8      Stomp R foot or heel three times

**Restart: Walls 3 and 7 begin at 6:00. Dance 16 counts. Restart after the 1/4 turn shuffle (facing 3:00).**

### Option to Finish Dance on Front Wall – On Wall 10 Facing 9:00: Dance First 8 Counts, Vine Right with 1/4 Turn, Vine Left with Two Stomps and Claps

- 1-4      Step R to the right (1), Step L behind R (2), Step R 1/4 turn to the right (3), Touch L next to R (4)
- 5-8&      Step L to the left (5), Step R behind L (6), Step L to the left (7), Stomp R twice with two claps (8&)