

After Party

COPPERKNOB
STEPPERS

拍数: 32 墙数: 4 级数: Low Intermediate
编舞者: Mike Wilson (USA) & Angela Brown (USA) - March 2025
音乐: After Party - Harold Eric



Start after 16 counts

[1-8]: R Skate, L Skate, Triple Step into Right Diagonal; Rock L Forward into Right Diagonal, Recover; ¼ Left Triple Step (9:00)

1 2 Skate R; Skate L
3&4 Triple Step towards right diagonal RLR
5 6 Rock R into Right Diagonal; Recover L
7&8 Triple LRL Making ¼ Turn Left (9:00)

[9-16]: R Samba Step; L Samba Step; R Cross, L Back with ½ Turn Right (10:30), R Back with L Drag, L Back, R to Side with ½ Turn Right (12:00)

1&2 R Samba Step (1: Cross R over L, &: Rock L to left side, 2: Recover R)
3&4 L Samba Step (3: Cross L over R, &: Rock R to right side, 4: Recover L)
5 6 Cross R over L; Make ½ turn right stepping L back (10:30)
7 Slide back on R dragging L (10:30)
8& Step back L; Make ½ turn right stepping R to right side (12:00)

[17-24]: Cross L over R; Rock R to Right Side-Recover; Crossing Shuffle; Rock L to Left Side-Recover; Step L Behind R, Step R to Side

1 Cross L over R
2 3 Rock R to right side; Recover L
4&5 Crossing Shuffle RLR (4: Cross R over L, &: Step L to Left Side, 5: Cross R over L)
6 7 Rock L to left side; Recover R
8& Step L behind R; Step R to right side

[25-32]: Step Forward L; R Kick-Ball; L Forward Rock-Recover; Step Back L With Slide (and hold); Hip Roll Turning ¼ Left (9:00)

1 Step L Forward
2& Kick R Forward; Step on ball of R
3 4 Rock forward on L; Recover R
5 Slide back on L dragging R
6 HOLD while continuing to drag R towards L
7 8 Step forward on R; Roll hips counter-clockwise making ¼ turn left (9:00) taking weight onto L.

Tag 1: After End of Wall 2 (facing 6:00): Step R forward; Touch L; Step L back; Touch R

1 2 Step Forward R; Touch L behind R
3 4 Step Back L; Touch R next to L

Tag 2: After 12 counts of Wall 9 (samba steps facing 9:00): R Kick, Cross R over L, Syncopated Back Slide

5 Kick R forward
6 Cross R slightly over L
& Slide back on L dragging R
7-8 HOLD

Start over facing 9:00. You will hear a key change in the music.

Ending: Music will fade during Wall 13, which starts facing the front wall. End on Count 18, or whenever you can no longer hear the music.

