

# A Dance To Remember

**COPPER KNOB**  
STEPPERS

拍數: 48      牆數: 4      級數: High Beginner  
編舞者: Jeff Stack (USA) & Kathleen Crocker (USA) - July 2020  
音樂: A Song to Remember - A Thousand Horses



**Intro: Start dance on lyrics.**

## **[1 – 8] HIP BUMPS (X2), ROCK FORWARD R, COASTER STEP**

- 1 & 2      Step forward R, bump R hip forward, back, forward
- 3 & 4      Step forward L, bump L hip forward, back, forward
- 5 - 6      Rock forward R, recover back on L
- 7 & 8      Step back R, step L next to R, step forward R

## **[9 – 16] STEP, LOCK, STEP, LOCK, STEP, QUARTER TURN (X2)**

- 1 - 2      Step forward L, step lock R behind L
- 3 & 4      Step forward L, step lock R behind L, step forward L
- 5 - 6      Step R quarter turn
- 7 - 8      Step R quarter turn (weight on L) (facing 6:00 wall)

**\*\* RESTART - Wall 3**

## **[17-24] CROSS POINT (X2), HALF TURN, R SIDE ROCK, RECOVER**

- 1 - 2      Cross R over L, point L to L side
- 3 - 4      Cross L over R, point R to R side
- 5 - 6      Cross R over L, unwind L ½ turn
- 7 - 8      Rock R to R side, recover L (weight on L)

## **[25 – 32] BEHIND SIDE CROSS, SIDE ROCK, BEHIND SIDE CROSS, FORWARD ROCK**

- 1 & 2      Cross R behind L, step L, cross R in front of L
- 3 - 4      Rock L side, place weight R
- 5 & 6      Cross L behind R, step R, cross R in front of L
- 7 - 8      Rock R forward, recover weight on L

## **[33 – 40] SHUFFLE BACK TURN (X2), PONY STEPS (X2)**

- 1 & 2      Shuffle back ½ turn R, L, R
- 3 & 4      Shuffle back ½ turn L, R, L (weight on L)
- 5 & 6      Step R back, step ball of L beside R (on &), step R in place (weight on R)
- 7 & 8      Step L back, step ball of R beside L (on &), step L in place (weight on L)

## **[41 – 48] ROCK, RECOVER, STEP TURN, SIDE TOUCHES (X2), STOMP (X2)**

- 1 - 2      Rock back R, recover forward on L
- 3 - 4      Step R forward, turn 1/4 L
- 5 & 6      Touch R toe to side, bring in, touch L toe to side, bring in, weight on L
- 7 - 8      Stomp R, stomp L

**\*\* RESTART ON WALL 3 (12:00) AFTER 16 COUNTS**