

Amarillo By Morning

COPPER KNOB
BY CONNECTION

Count: 36 **Wall:** 4 **Level:** High Beginner - Country

Choreographer: Ira Weisburd (USA) March 27, 2017

Music: Amarillo By Morning - John Arthur Martinez (USA) Album: Lone Starry Night



Intro: 36 counts. Start on Vocal at approx. 19 sec.

Easy Tag: at end of Walls 2 & 4 @ 6:00 & 12:00

Restart: on Wall 5 after first 16 counts @ 3:00

***Choreographed for my friend, John Arthur Martinez ***

PART I. (POINT, CROSS, POINT, CROSS; POINT, CROSS, POINT, CROSS)

1-2 Point R toe to R, Step R across L
3-4 Point L toe to L, Step L across R
5-6 Point R toe to R, Step R across L
7-8 Point L toe to L, Step L across R

PART II. (FORWARD, RECOVER, BACK, RECOVER; JAZZ 1/4 TURN R, CROSS)

1-2 Step R forward, Recover back onto L
3-4 Step R back, Recover forward onto L
5-6 Step R across L, Step L back making 1/8 Turn R (1:30)
7-8 Step R to R making 1/8 Turn R (3:00), Step L across R

PART III. (R LINDY STEP; VINE 3 TO L, SCUFF R)

1&2 Step R to R, Step-close L beside R, Step R to R
3-4 Step L back, Recover forward onto R
5-6 Step L to L, Step R behind L
7-8 Step L to L, Scuff R across L

PART IV. (CROSS, RECOVER, 1/4 TURN R, 1/4 TURN R; BEHIND, 1/4 TURN L, 1/4 TURN L, SIDE)

1-2 Step R across L, Recover back onto L
3-4 Step R to R making 1/4 Turn R (6:00), Step L forward making 1/4 Turn R (9:00)
5-6 Step R behind L, Step L to L making 1/4 Turn L (6:00)
7-8 Step R forward making 1/4 Turn L (3:00), Step L to L

PART V. (CROSS, SIDE, BACK, RECOVER)

1-2 Step R across L, Step L to L
3-4 Step R back, Recover forward onto L

REPEAT DANCE.

TAG. (POINT, BACK, SIDE, CROSS; POINT, BACK, SIDE, CROSS)

1-2 Point R toe to R, Step R behind L
3-4 Step L to L, Step R across L
5-6 Point L toe to L, Step L behind R
7-8 Step R to R, Step L across R

***Note: On Wall 8 @ 9:00, dance the first 16 counts and then stop when the music stops, then continue the dance after 4 counts when the beat comes back on the word "Amarillo".**

Email: dancewithira@comcast.net

Last Update - 9th April 2017