

## Full Steam Spacemachine

Count: 48

Choreographer: Kaarel Kuimet

Music: Royal Republic – Full Steam Spacemachine (03:28)

Level: Intermediate

Walls: 4

### **1-8 Weave, shuffle, back rock,**

- 1 4 RF to right side, cross LF behind RF, RF to right side, cross LF over RF
- 5 & 6 RF to right, LF next to RF, RF to right
- 7 8 back rock on LF, recover on RF

### **9-16 Toe, heel, cross, ¼, shuffle, walk x 2,**

- 1 & 2 LF toe touch, LF heel forward, cross LF over RF
- 3 4 ¼ to left stepping back with RF, LF to left
- 5 & 6 shuffle forward RF-LF-RF
- 7 8 walk, LF, walk RF\*

### **17-24 Step ½, shuffle forward, side rock, behind-side-cross,**

- 1 2 step LF forward, turn ½ to right (weight ending on RF)
- 3 & 4 shuffle forward LF-RF-LF
- 5 6 rock to right on RF, recover on LF
- 7 & 8 cross RF behind LF, step LF to left, cross RF over LF

### **25-32 Side rock, behind-side-1/4, cross side rock 2x,**

- 1 2 side rock with LF, recover on RF
- 3 & 4 cross LF behind RF, turn ¼ right with RF forward, step forward with LF
- 5 & 6 cross RF over LF, side rock LF to left, recover on RF
- 7 & 8 cross LF over RF, side rock RF to right, recover on LF

### **33-40 cross rock, shuffle to side, cross rock, coaster step**

- 1 2 cross rock RF over LF, recover on LF
- 3 & 4 step RF to right, step LF next to RF, step RF to right
- 5 6 cross rock LF over RF, recover on RF,
- 7 & 8 coaster with LF (6.00)

### **41-48 ¼, ½, jazz box**

- 1 2 step forward with RF, turn ¼ to left (03.00)
- 3 4 step forward with RF, turn ½ to left (09.00)
- 5 - 8 cross RF over LF, step back with LF, step to side with RF, step LF next to RF (09.00)

\*Restart here, during 6th wall, after 16 counts.