

# Cowboys & Dreamers

**COPPER** **NOB**  
STEPSHEETS

Count: 64

Wand: 4

Ebene: Intermediate

Choreograf/in: Dan Albro (USA) - 4 March 2025

Musik: Cowboys & Dreamers - Brett Kissel



**Intro: 32 count intro –\* one restart-\*\* one easy tag**

**[1-8] STEP, LOCK, STEP, BRUSH, FWD, TOUCH, BACK, TOUCH**

1,2,3,4 Step, fwd R, step L behind R, step fwd R, brush L fwd  
5,6,7,8 Step fwd L, touch R next to L, step back R, touch L

**[9-16] ¼, TOGETHER, ¼, BRUSH, HEEL, STEP, HEEL, STEP**

1,2, Turn ¼ left stepping side L, step R next to L  
3,4 Turn ¼ left stepping fwd L, brush R fwd. 6:00  
5,6,7,8 Touch R heel fwd, step R next to L, touch L heel fwd, step L next to R

**\* Restart here on wall 3 facing 12:00**

**[17-24] STOMP, KICK, BACK, KICK, BACK, TOGETHER, FWD, BRUSH**

1,2,3,4 Stomp R next to L, kick R fwd, step back R, kick L fwd  
5,6,7,8 Step back L, step R next to L, step fwd L, brush R fwd

**[25-32] STEP, ½ PIVOT, STEP, HOLD, ½ TURN, ½ TURN, STEP, HOLD**

1,2,3,4 Step fwd R, pivot ½ turn left (weight on L), step fwd R, hold  
5,6, Turn ½ right stepping back L, turn ½ right stepping fwd R  
7,8 Step fwd L, hold 12:00

**\*\* Tag here on wall 7 facing 9:00- hold for 8 counts than restart**

**[33-40] SIDE, TOGETHER, FWD, HOLD, STEP, ½ PIVOT, STEP FWD, HOLD**

1,2,3,4 Step side R, step L next to R, step fwd R, hold  
5,6,7,8 Step fwd L, pivot ½ right (weight R), step fwd L, hold 6:00

**[41-48] SIDE, TOGETHER, FWD, HOLD, ROCK, ½ TURN, STEP FWD, HOLD**

1,2,3,4 Step side R, step L next to R, step fwd R, hold  
5,6,7,8 Rock fwd L, replace weight R, turn ½ left stepping fwd L, hold 12:00

**[49-56] (BOOMERANG)OVER, SIDE, BEHIND, ROCK, SIDE, BEHIND, ¼ TURN, STEP**

1,2,3,4 Cross R over L, step side L, cross R behind L, rock side L  
5,6,7,8 Step side R, cross L behind R, turn ¼ right stepping fwd R, step fwd L 3:00

**[57-64] STEP, HOLD, PIVOT ½, HOLD, STEP, HOLD, PIVOT ½, HOLD**

1,2,3,4 Step fwd R, hold, pivot ½ left (weight L), hold 9:00  
5,6,7,8 Step fwd R, hold, pivot ½ L (weight L), hold 3:00