

Go Big or Go Home

COPPERKNOB
STEPSHEETS

Count: 48

Wall: 2

Level: Intermediate

Choreographer: Sascha Wolf (DE) - June 2023

Music: Go Big or Go Home - American Authors



*3 Tags - 2 Restarts

Part 1 - Shuffles fwd - Step hops back - Coaster Step

1&23&4 RF diag. fwd, LF lock behind RF, RF diag. fwd, repeat starting with LF
5&6& RF back with a hop and hitch left knee, repeat starting with LF
(you also can just walk 2 Steps back if u don't like to hop)
7&8 RF back - LF close to RF - RF fwd

Part 2 - Rockstep - Behind side Cros

1 2 LF diagonal fwd - RF back on place
3&4 LF behind RF - 1/8 turn to right and RF to side - LF cross over RF
5 6 RF diagonal fwd - LF back on place
7&8 RF behind LF - 3/8 turn to right and LF fwd - RF fwd Step

Part 3 - Syncopated Step Touches

&12&34 LF diag. fwd (&) - RF touch to LF (1) - hold (2) , repeat starting with RF
&5&6 LF diag. fwd (&) - RF touch to LF (5) - RF diag. back (&) - LF touch to RF (6)
&7&8 LF diag. back (&) - RF touch to LF (7) - RF diag. fwd (&) - LF touch to RF (8)

Part 4 - Rockstep - Coaster Step - Heel Grind - Coaster Step

&12 fast Step with LF fwd - RF fwd - LF back on place
3&4 RF back - LF close to RF - RF fwd
5 6 LF fw on heel - 1/4 turn to left and RF back
7&8 LF back - RF close to LF - LF fwd

Part 5 - Heel Toe Switches - Scuff - Stomps

1&2&3& R heel fwd - RF to LF - L Toe back - LF close to RF - R heel fwd - RF to LF
4&5&6& L heel fwd - LF to RF - R Toe back - RF close to LF - L heel fwd - LF to RF
7&8 Scuff with RF - Stomp with RF - Stomp with LF

Restart here in wall 5

Part 6 - Rock Step - Chase turn

1 2 RF fwd - LF back on place -
3&4 1/4 turn right RF to side - LF to RF -1/4 turn right RF fwd
5 6 LF fwd - RF back on place -
7&8 1/4 turn left LF to side - RF to LF -1/4 turn right LF fwd

Tag 1 after wall 2: Rocking Chair

1234 RF fwd - LF on place - RF back - LF on place

Tag 2 after wall 4: Rocking Chair - 2 Step Turns

1234 RF fwd - LF on place - RF back - LF on place
5678 RF fwd - 1/2 turn left - LF fwd - RF fwd - 1/2 turn left - LF fwd

Tag 3 in wall 6: Break after Part 2

1234 Don't turn Part 2 at the end and do a Stomp with LF - hold for 3 more counts

