

# Don't Get Greedy

Count: 32

Wall: 4

Level: Intermediate

Choreographer: Autumn Beauchamp (USA) - March 2024

Music: greedy - Tate McRae



## Intro 16 Counts/Starts on Lyrics

\*Tag: 4 count tag after count 31 on Walls 2 & 6

### [1-8] Wizard, Pivot ½ Turn, ¼ Side, Sailor with sweep, Touch Unwind ¾ turn

1,2& Step RF diagonally right (1), Lock L behind R (2), Step RF diagonally (&)  
3,4,5 Step LF forward (3), ½ turn pivot right (4), Turn ¼ right stepping LF to side (5) 9:00  
6&7 Sweeping RF cross behind LF (6), Step LF to the side (&), Step RF to the side (7)  
8 Touch LF Behind RF Unwind ¾ turn left (8) 12:00

### [9-16] Step Hitch, Coaster Step, Pivot ½ Turn, Step Hitch with ¼ turn

1,2 Step LF forward (1), Hitch RF (2)  
3&4 Step RF back (3), close LF to RF (&), Step RF forward (4)  
5,6 Step LF forward (5), ½ turn pivot right (6) 6:00  
7, 8 Step LF forward (7), Hitch RF with ¼ turn right (8) 9:00

### [17-24] Coaster Step, Step, Body Roll, ¼ Turn with Hip Bumps (3x), Sailor with ¼ Turn

1&2 Step RF back (1), close LF to RF (&), Step RF forward (2)  
3, 4 Step LF forward (3), Body roll (4)  
5&6 ¼ Turn left touching LF and bumping hips L (5) R (6) L (7) keeping weight on RF.  
7&8 Cross LF behind RF (7), Turning ¼ left step RF to side (&), Step LF to the side (8) 3:00

### [25-32] Sailor, Toe Switches L and R, L Side Rock Recover, Ball Step Point R, ½ Turn Hitch right

1&2 Cross RF behind LF (1), Step LF side (&), Step RF to the side (2)  
3&4& Point LF to left (3), Step LF next to RF (&), Point RF to right (4), Step RF next to LF (4)  
5, 6 Rock LF to the left (5), Recover on RF (6)  
&7, 8 Ball Step LF next to RF (&), Point RF to right side (7), ½ Turn right with R Hitch/(or Hook) (8) 9:00

\*Tag at end of wall 2 facing 12:00 after count 31, cross RF in front of LF and Unwind full turn left for 4 counts, end facing 12:00, then restart the dance (optional arms out)

\*Tag at end of dance, wall 6, facing 3:00 after count 31, cross RF in front of LF and Unwind 1 ¼ turn left for 4 counts, end facing 12:00 (optional arms out)