

# Been Like This

**COPPER** **KNOB**  
STEPSHEETS

Count: 64

Wall: 1

Level: Phrased Beginner

Choreographer: Denny Jay Naim (INA) & Neva (INA) - April 2024

Music: Been Like This - Meghan Trainor & T-Pain



Sequence: A-B-AA-B-AAAA(16c)

## A

### Sec 1: Charleston

- 1-4 Sweep RF forward(1), Sweep RF next to LF(2), Sweep LF back(3), Sweep LF next to RF(4)  
5-8 Sweep RF forward(5), Sweep RF next to LF(6), Sweep LF back(7), Sweep LF next to RF(8)

### Sec 2 : Pivot, Forward Shuffle

- 1-4 Step RF Forward(1), ½ L pivot(2)(06.00), Step RF forward(3), Step LF next RF(&), Step RF Forward (4)  
5-8 Step LF Forward(5), ½ R pivot(6)(12.00), Step LF forward(7), Step RF next LF(&), Step LF Forward (8)

### Sec 3: Heel R, Toe R, Skate RLR Touch L

- 1-4 Tap RF Heel twice (1,2), Tap RF Toe twice (3,4)  
5-8 Skate Forward RL(5-7), Touch LF Close to Rf (8)

### Sec 4 : Heel L, Toe L, Skate LRLR

- 1-4 Tap LF Heel twice (1,2), Tap LF Toe twice (3,4)  
5-8 Skate Forward LRLR (5-8)

## B

### Sec 5 : Toe strut LR, Hip Roll with Bump RL

- 1-4 Toe strut LF (1,2)(style with hip bump), Tap RF Ball (3,4)(style with hip bump)  
5-8 ½ Hip Roll from L to R with bump(5,6), ½ Hip Roll from R to L with bump(7,8)

### Sec 6 : Gravine, L Rolling Vine

- 1-4 Step RF to R side(1), cross LF behind RF(2) Step RF to R side(3), touch LF to side(4)  
5-8 Turn 1/4 left step L forward, Turn 1/2 left step R back, Turn 1/4 left step L to side, touch R together

### Sec 7 : Toe strut LR, Hip Roll with Bump RL

- 1-4 Toe strut LF (1,2)(style with hip bump), Tap RF Ball (3,4)(style with hip bump)  
5-8 ½ Hip Roll from L to R with bump(5,6), ½ Hip Roll from R to L with bump(7,8)

### Sec 8 : Gravine, L Rolling Vine

- 1-4 Step RF to R side(1), cross LF behind RF(2) Step RF to R side(3), touch LF to side(4)  
5-8 Turn 1/4 left step L forward, Turn 1/2 left step R back, Turn 1/4 left step L to side, touch R together

Email us : [nevasutiono23@gmail.com](mailto:nevasutiono23@gmail.com), [dennyjaynaim82@gmail.com](mailto:dennyjaynaim82@gmail.com)