

Country Is For Me

COPPERKNOB
STEPSHEETS

Count: 32

Wall: 4

Level: High Beginner

Choreographer: Kerry Kick (USA) - November 2024

Music: COUNTRY IS FOR ME - James Johnston & Appel



(Start after 16 counts, on lyrics)

(1 restart, 1 tag)

S1: SIDE, SIDE, SIDE, HITCH, SIDE, SIDE, SIDE, HITCH ½ TURN

- 1 & 2 & Touch R to right side, Step R together, Touch L to left side, Step L together
3, 4 Touch R to right side, Hitch R knee forward
5 & 6 & Touch R to right side, Step R together, Touch L to left side, Step L together
7, 8 Press R to right side, with weight on L spin ½ turn right and Hitch R knee forward (6:00)

S2: CORNER ROCK STEP, WEAVE, CORNER ROCK STEP, WEAVE

- 1, 2 Rock R forward on right diagonal (7:30), recover weight back onto left
3 & 4 Step R behind left, Step L to left side, Cross R over left
5, 6 Rock L forward on left diagonal (4:30), recover weight back onto right
7 & 8 Step L behind right, Step R to right side, Cross L over right

S3: WIZARD, WIZARD, ROCK, RECOVER, ½ TURN TRIPLE

- 1, 2 & Step R forward on right diagonal (7:30), lock L behind right, Step R forward on right diagonal
3, 4 & Step L forward on left diagonal (4:30), lock R behind left, Step L forward on left diagonal
5, 6 Step/Rock R forward, recover weight back onto left
7 & 8 ¼ turn to right and Step R to right side, Step L next to right, ¼ turn and Step R forward (12:00)

S4: KICK, KICK, COASTER, PIVOT ½, PIVOT ¼

- 1, 2 Kick L forward x2
3 & 4 Step L back, Step R next to left, Step L forward
5, 6 Step R forward, ½ turn to left and shift weight to left (6:00)
7, 8 Step R forward, ¼ turn to left and shift weight to left (3:00)

RESTART: After 16 counts on wall 4

TAG: After wall 7

SIDE MAMBO R, SIDE MAMBO L, STOMP R, STOMP L

- 1 & 2 Step R to right side, Step L in place, Step R together
3 & 4 Step L to left side, Step R in place, Step L together
5, 6 Stomp R in place, Stomp L in place

Dance from the beginning for 16 counts, then

Add a 4 count walk around to face 12:00 (walk R, L, R, L), then

Start from the beginning