

# Cowboy In Me

**COPPER** KNOB  
STEPSHEETS

Count: 0

Wall: 2

Level: Intermediate

Choreographer: Steve Lescarbeau (USA)

Music: The Cowboy In Me - Tim McGraw



Sequence: A, B, A, C, A, A, A, A

## PART A

### ROCK & CROSS, ROCK & CROSS, SIDE BEHIND ¼, STEP PIVOT TOGETHER

- 1&2 Rock right to right side, quick step on left, cross right over left (take weight on right)  
3&4 Rock left to left side, quick step on right, cross left over right (take weight on left)  
5&6 Step right to right, slide left behind right, step right ¼ turn to right  
7&8 Step on left forward, pivot ½ turn to right (shift weight to right), step left together

### HEEL JACK & TOE TAP, SCUFF HOOK TOE TAP, KICK TURN STEP, STEP STEP PIVOT

- &1&2 Quick step back on ball of right, put left heel forward, quick step on left, tap right toe in place  
3&4 Scuff right heel forward, hook right over left, tap right toe down  
5&6 Kick right foot out, ½ turn to right on the left foot, step on right  
7&8 Walk right, walk left, pivot ½ turn to left (weight should be on left)

### STEP SLIDE TO RIGHT, STEP SLIDE TO LEFT, BALL CROSS BALL TOE, BALL CROSS BALL TOE

- 1&2 Take a large step to the right, drag left to right  
3&4 Take a large step to the left, drag right to left  
&5&6 Step quickly on ball of right foot, cross left over right, step quickly on ball of right, touch left toe forward  
&7&8 Step quickly on ball of left foot, cross right over left, step quickly on ball of left, touch right toe forward

### ¾ TURN IN PLACE, ROCK & CROSS, ROCK RECOVER SLIDE, STEP LOCK STEP

- 1&2 Right ¼ turn on right, step on left while making a ¼ turn to right, step on right while making a ¼ turn to right  
3&4 Rock out to left on left, step on ball of right, cross left over right  
5&6 Rock back on right, recover on left, slide right behind left  
7&8 Step forward on left, slide right behind left, step forward on left

## REPEAT

### PART B (30 COUNTS)

On the 2nd wall you do the entire dance but the last two counts of 7 & 8

### PART C (34 COUNTS)

On the 4th wall do the entire 32 counts, but add an extra lock step lock (right, left, right)