

# Could I Have This Dance

**COPPER** **KNOB**  
STEPSHEETS

Count: 48

Wall: 2

Level: Easy Intermediate

Choreographer: Unknown - January 2011

Music: Could I Have This Dance - Anne Murray



## Intro: 12 Count

### [1-6] Hips Sway, Right Twinkle

- 1-3 Sway hips – Left – Right – Left
- 4-6 Cross right over left, step left to left side, step right in place

### [7-12] Weave Step $\frac{1}{4}$ Right, $\frac{1}{2}$ Right Pivot

- 1-3 Cross left over right, step right to right side, step left behind right
- 4-6 Making  $\frac{1}{4}$  turn right, step right forward, step left forward, pivot  $\frac{1}{2}$  turn to right

### [13-18] Forward $\frac{1}{2}$ Left Back, $\frac{1}{4}$ Left Side, Rock Recover Side

- 1-3 Step left forward, making  $\frac{1}{2}$  turn left step right back, making  $\frac{1}{4}$  turn left step left side
- 4-6 Cross rock right over left, recover on left, step right to right side

### [19-24] Forward & Back Basic

- 1-3 Step left forward, step right together, step left together
- 4-6 Step right back, step left together, step right together

### [25-30] Box Steps

- 1-3 Step forward on left, step right to right side, step left next to right
- 4-6 Step backward on right, step left to left side, step right to left

### [31-36] Left & Right Twinkle

- 1-3 Cross left over right, step right to right side, step left in place
- 4-6 Cross right over left, step left to left side, step right in place

### [37-42] Forward $\frac{1}{2}$ Turn Left Waltz Basic Step, Waltz Back Basic Step

- 1-3 Step left into  $\frac{1}{2}$  turn left, step right next to left, step left next to right
- 4-6 Step back on right, step left next to right, step right next to left

### [43-48] Left & Right Side Back Rock Recover

- 1-3 Side left to left side, right rock back, recover on left
- 4-6 Side right to right side, left rock back, recover on right

## ENDING:

On the final wall (wall 6) you will get as far as count 18 facing 6.00 then add left cross over right unwind  $\frac{1}{2}$  turn right back to 12.00 wall