

# Now You Know

**Compte:** 32

**Mur:** 4

**Niveau:** Easy Intermediate

**Chorégraphe:** Carol Cotherman (USA) - March 2018

**Musique:** In Case You Didn't Know - Brett Young



#16-count intro.

**Nightclub Basic Right, Nightclub Basic Left, Side, Behind, ¼ Turn, Step, Step, ½ Turn**

- 1-2& Big step to right, rock left behind right, recover to right
- 3-4& Big step to left, rock right behind left, recover to left
- 5-6& Step right to side, step left behind right, ¼ turn right stepping right forward
- 7-8& Step left forward, step right forward, ½ pivot turn left with weight to left

**Walk, Walk, Walk, Rock, Recover, Back, Back, Coaster Cross**

- 1-2-3 Step right forward, step left forward, step right forward (slightly prissy styling)
- 4&5 Rock left forward, recover to right, step left back
- 6-7&8 Step right back, step left back, step right beside left, step left across right

**\*Turning Option: Counts 1-2-3: Step right forward prepping for turn, ½ turn right stepping left back, ½ turn left stepping right forward.**

**Rock, Recover, Cross, ¼ Turn, ¼ Turn, Cross, ¼ Turn, ¼ Turn, Cross, Rock, Recover, Cross**

- 1&2 Rock right to side, recover to left, step right across left
- 3&4 ¼ Turn right stepping left back, ¼ turn right stepping right to side, step left across right
- 5&6 ¼ Turn left stepping right back, ¼ turn left stepping left to side, step right across left
- 7&8 Rock left to side, recover to right, step left across right

**Rumba Box, Side, Together, ¼ Turn, Step, ¼ Turn, Cross**

- 1&2& Step right to side, step left beside right, step right forward, touch left toe beside right
- 3&4& Step left to side, step right beside left, step left back, touch toe right beside left
- 5&6 Step right to side, step left beside right, ¼ turn right stepping right forward
- 7&8 Step left forward, ¼ turn right taking weight to right, step left across right

**REPEAT**

**Restart: on Wall 3 after count 24 facing 3:00.**

**TAG: 4-Count Tag after Wall 6 facing 12:00:**

- 1-4 Sway Right, Left, Right, Left