

# If I Were You

COPPER KNOB  
STEPSHEETS

拍数: 40                      墙数: 4                      级数: Improver  
编舞者: Michelle Risley (UK) - January 2018  
音乐: (I Wouldn't Go There) If I Were You - Cody Johnson : (Album: Cowboy Like Me)



(Music download available from Amazon and iTunes)  
(Start on vocals)

## Crystal Boot Awards Teach 2018

### Section 1: Rumba Box Forward, Back Kick x 2, Coaster Step, Brush

1 & 2                      Step right to side. Step left beside right. Step right forward.  
3 & 4 &                      Step left to side. Step right beside left. Step left back. Low kick right forward.  
5 & 6 &                      Step right back. Low kick left forward. Step left back. Low kick right forward.  
7 & 8 &                      Step right back. Step left beside right. Step right forward. Brush left forward.

Option: Counts 7&8: Triple full turn right, stepping – right, left, right.

### Section 2: Lock Step Brush Left Then Right, Pivot 1/4 Cross, Hinge 1/2 Cross

1 & 2 &                      Step left forward. Lock right behind left. Step left forward. Brush right forward.  
3 & 4 &                      Step right forward. Lock left behind right. Step right forward. Brush left forward.  
5 & 6                      Step left forward. Pivot 1/4 turn right. Cross left over right. (3:00)  
7 &                      Turn 1/4 left stepping right back. Turn 1/4 left stepping left to side.  
8                      Cross right over left. (9:00)

### Section 3: Side Tap, Side Kick, Behind Side Cross, Side Strut, Cross Strut, Rock x 2

1 &                      Step left to side. Touch right beside left.  
2 &                      Step right to side. Low kick left to left diagonal.  
Note: Counts 1&2&: Sway hips, as Cody will sing 'Hips Swaying'  
3 & 4                      Cross left behind right. Step right to side. Cross left over right.  
5 &                      Step right toe to side. Drop right heel taking weight.  
6 &                      Cross left toe over right. Drop left heel taking weight.  
7 & 8 &                      Rock right to side. Recover onto left. Rock right back. Recover onto left. (9:00)

### Section 4: Step Pivot 1/2 Step, Chase Full Turn, Coaster Step, Monterey 1/4

1 & 2 &                      Step right forward. Pivot 1/2 turn left. Step right forward. Clap. (3:00)  
3 &                      Step left forward. Pivot 1/2 turn right.  
4                      Turn 1/2 right stepping left back and dragging right towards left. (3:00)  
5 & 6                      Step right back. Step left beside right. Step right forward.  
7 & 8                      Point left to side. Turn 1/4 left stepping left beside right. Point right to side.  
&                      Touch right beside left. (12:00)

Restart: Wall 5: Start the dance again at this point (facing 12:00).

### Section 5: Vine 1/2 Turn Brush, Vine 1/4 Turn Brush, Chase 1/2 Turn, Full Turn

1 &                      Step right to side. Cross left behind right  
2 &                      Turn 1/2 right stepping right forward. Brush left forward. (6:00)  
3 &                      Step left to side. Cross right behind left.  
4 &                      Turn 1/4 left stepping left forward. Brush right forward. (3:00)  
5 & 6                      Step right forward. Pivot 1/2 turn left. Step right forward. (9:00)  
7 & 8                      Triple step full turn right, stepping - left, right, left. (9:00)

Note: Counts 7&8: full turn travels forward towards new wall.

### TAG: End of Wall 2, facing 6:00: Step Clap, Step Clap, Rocking Chair

1 & 2 &                      Step right forward. Clap. Step left forward. Clap.

3 & 4 &            Rock right forward. Recover onto left. Rock right back. Recover onto left.

**Ending: Facing 12:00: Section 5 Count 36, Following Vine 1/4 Turn**

**Replace right brush forward with step right to side. Raise both arms, then lower them and finish with a Rock & Roll jump on the last beat of the music!**

**Tag: One easy 4-count Tag danced at the end of Wall 2**

**Restart: One Restart during Wall 5 after count 32**

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