

# Too Dry To Cry

**COPPER** **KNOB**  
STEPSHEETS

拍數: 32      牆數: 4      級數: Novice  
編舞者: Pim van Grootel (NL) & DJ Harold (NL) - July 2016  
音樂: "Too Dry To Cry" by Willis Earl Beal - BPM : 95 (Pitch it up)



## WALK, WALK, & POINT, HOLD, SAILORSTEP WITH ¼ TURN L, PIVOT ¼ TURN L

1            RF step fwd  
2            LF step fwd  
&            RF step side  
3            LF point left  
4            Hold and snap with fingers  
5            ¼ turn left, LF cross behind  
&            RF step side  
6            LF step forward  
7            RF step forward  
8            ¼ turn left, LF step in place

## CROSS ROCK SIDE, HOLD, & SIDE, SWAY SWAY WITH ¼ TURN R, TRIPLE ½ TURN R

9            RV cross rock over LF  
&            LF recover  
10           RF step to right side  
11           Hold  
&            LF close  
12           RF step to right side  
13           LF sway left  
14           RF sway right with ¼ turn right  
15           LF ¼ turn right, LF step side  
&            R ¼ turn right, RF close  
16           LF step forward

## WALK, WALK, & POINT, HOLD, SWIVEL L, R WITH ¼ TURN L, COASTERSTEP

17           RF step forward  
18           LF step forward  
&            RF step side  
19           LF point left  
20           Hold and snap with fingers  
21           Swivel left  
22           Swivel right with ¼ turn left  
23           LF step back  
&            RF close  
24           LF step forward

**Restart during the 4th wall**

## SIDE, BEHIND, & POINT, HOLD, ¼ TURN L, ½ TURN L, SHUFFLE ½ TURN L

25           RF step side  
26           LF cross behind  
&            RF step side  
27           LF point left  
28           Hold and snap with fingers  
29           ¼ turn left, LF step forward  
30           ½ turn left, RF step back

31            LF ¼ turn step side  
&            RF close  
32            LF ¼ turn step forward

**Restart: During the 4th wall after count 24**

**Contact: [www.nccd.nl](http://www.nccd.nl) - [djharold@nccd.nl](mailto:djharold@nccd.nl)**

---