

# You Should Probably Leave

COPPERKNOB  
STEPSHEETS

拍數: 72      牆數: 2      級數: High Beginner  
編舞者: Beverly Serafin (USA) - November 2023  
音樂: You Should Probably Leave - Chris Stapleton



## Walk – Walk, shuffle, Rock/recover, triple ½ turn

1,2            walk R, L  
3&4            shuffle forward RLR  
5,6            rock L forward, recover on R  
7&8            triple ½ turn left (LRL)

## ¼ turn, crossing shuffle; side rock, behind-side-cross

1,2            R forward turn left ¼  
3&4            crossing shuffle (R in front) RLR  
5,6            rock L to side, recover on R  
7&8            step L behind, step R to side, cross L over R

## Walk – Walk, shuffle, Rock/recover, triple ½ turn

1,2            walk R, L  
3&4            shuffle forward RLR  
5,6            rock L forward, recover on R  
7&8            triple ½ turn left (LRL)

## ¼ turn, crossing shuffle; side rock, behind-side-cross

1,2            R forward turn left ¼  
3&4            crossing shuffle (R in front) RLR  
5,6            rock L to side, recover on R  
7&8            step L behind, step R to side, cross L over R

## Diagonal Shuffle right and left; 2 ¼ turn paddles

1&2            diagonal shuffle (RLR)  
3&4            diagonal shuffle (LRL)  
5-8            two ¼ turn paddles (step R forward, pivot ¼ left; repeat)

## Diagonal Shuffle and left; 2 ¼ turn paddles

1&2            diagonal shuffle (RLR)  
3&4            diagonal shuffle (LRL)  
5-8            two ¼ turn paddles

## Weave left w/point; cross tap-step, cross tap-step

1-4            weave crossing R over L, step L to side, R behind, point left to side  
7-8            cross L over R and tap, step back, cross R over L and tap, step back

## Weave right w/point; cross tap, cross tap

1-4            weave crossing L over R, step R to side, L behind, point right to side  
7-8            cross R over L and tap, step back, cross L over R and tap, step back

**Restart here on third time through sequence facing 6:00**

## Rock/recover, triple ½ turn

1,2            rock R forward, recover L  
3&4            triple ½ turn right (RLR)  
5,6            rock L forward, recover R  
7&8            triple ½ turn left (LRL)

