

Cowboy In Me

COPPER KNOB
STEPSHEETS

拍數: 0 牆數: 2 級數: Intermediate
編舞者: Steve Lescarbeau (USA)
音樂: The Cowboy In Me - Tim McGraw



Sequence: A, B, A, C, A, A, A, A, A

PART A

ROCK & CROSS, ROCK & CROSS, SIDE BEHIND ¼, STEP PIVOT TOGETHER

1&2 Rock right to right side, quick step on left, cross right over left (take weight on right)
3&4 Rock left to left side, quick step on right, cross left over right (take weight on left)
5&6 Step right to right, slide left behind right, step right ¼ turn to right
7&8 Step on left forward, pivot ½ turn to right (shift weight to right), step left together

HEEL JACK & TOE TAP, SCUFF HOOK TOE TAP, KICK TURN STEP, STEP STEP PIVOT

&1&2 Quick step back on ball of right, put left heel forward, quick step on left, tap right toe in place
3&4 Scuff right heel forward, hook right over left, tap right toe down
5&6 Kick right foot out, ½ turn to right on the left foot, step on right
7&8 Walk right, walk left, pivot ½ turn to left (weight should be on left)

STEP SLIDE TO RIGHT, STEP SLIDE TO LEFT, BALL CROSS BALL TOE, BALL CROSS BALL TOE

1&2 Take a large step to the right, drag left to right
3&4 Take a large step to the left, drag right to left
&5&6 Step quickly on ball of right foot, cross left over right, step quickly on ball of right, touch left toe forward
&7&8 Step quickly on ball of left foot, cross right over left, step quickly on ball of left, touch right toe forward

¾ TURN IN PLACE, ROCK & CROSS, ROCK RECOVER SLIDE, STEP LOCK STEP

1&2 Right ¼ turn on right, step on left while making a ¼ turn to right, step on right while making a ¼ turn to right
3&4 Rock out to left on left, step on ball of right, cross left over right
5&6 Rock back on right, recover on left, slide right behind left
7&8 Step forward on left, slide right behind left, step forward on left

REPEAT

PART B (30 COUNTS)

On the 2nd wall you do the entire dance but the last two counts of 7 & 8

PART C (34 COUNTS)

On the 4th wall do the entire 32 counts, but add an extra lock step lock (right, left, right)