

# Let Me Blow Ya Mind

COPPER KNOB  
STEPSHEETS

拍數: 32      牆數: 2      級數: Easy Intermediate  
編舞者: Amy Christian (USA) - May 2009  
音樂: Let Me Blow Ya Mind (feat. Gwen Stefani) - Eve



Intro: 16 Counts

Alternative music: Kiss, Run It, Swing With Me & for the fast dancers, Midnight Hour by Scooter Lee  
Website: [www.linefusiondance.com](http://www.linefusiondance.com) Email: [dance@amychristiandance.com](mailto:dance@amychristiandance.com)

## Step Dia Fwd, Touch, Step Dia Fwd, Touch, Back, Back, Coaster Step

1-4            Step diag fwd on R foot, Touch L foot next to R foot, Step diag fwd on L foot, Touch R foot next to L foot,  
5-6            Step diag back on R foot, Drag L heel, Step diag back on L foot, Drag R heel,  
7&8            R Coaster Step,

## Ball Step, Big Step, Together, Big Step Together, Side Rock, Recover, Weave,

&1-2           Step on the ball of L foot, next to R, Big step fwd on R foot, Step L next to R,  
3-4            Big step fwd on R foot, Step L foot next to R,  
5-6            Rock R foot to R side, Recover on L foot,  
7&            Step R foot behind L, Step L foot to L side,  
8&            Step R foot across L foot, Step L foot to L side,

## Rock Back, Recover, Pivot ½, Step ½, Together, Out, Out, In, In,

1-2            Rock Back on R foot, Recover on L foot,  
3-4            Step fwd on R foot, Pivot ½ turn left, stepping L foot fwd,  
5-6            ½ Turn left stepping R foot back, Step L foot next to R foot,  
7&            Step R foot to R side, Step L foot to L side,  
8&            Step R foot in, Step L foot next to R foot,

## Side Slide, Touch, ¼ Side Slide, Touch, ¼ Step Out, Out, Hip Bumps,

1-2            Step R foot to R side, Drag & touch L foot next to R foot,  
3-4            ¼ Turn right, stepping L foot to L side, Drag & touch R foot next to L foot,  
5-6            ¼ Turn right, Step R foot to R side, Step L foot to L side,  
7&            Bump R hip, Bump L hip,  
8&            Bump R hip, Bump L hip,

(Bend knees & get funky with the hip bumps, bumping up & down).

Start again!