

# The Bed You Made for Me

COPPER KNOB  
STEPSHEETS

Count: 32

Wall: 2

Level: Improver

Choreographer: Randi Kvist Gislinge (DK) - August 2019

Music: The Bed You Made for Me - Alanna Maher : (iTunes)



Start: 8 count from start.

Tag 2 count (Rocking chair 1&2&) after wall 2, 4, 5 and 6.

Ending – In section 2 last wall – Make 7&8 ¾ turn R and run fwd. RLR count 1&2.

**Rocking Chair R, Lockstep R, Vine L, Side Mambo L.**

- |      |   |
|------|---|
| 1&2& | Step fwd. R, recover L, Step back R, recover L.                               |
| 3&4  | Step fwd. R, Lock L behind R, Step fwd. R.                                    |
| 5&6& | Step L to the L side, Step R behind L, Step L to the L side, Step R across L. |
| 7&8  | Step L to L side, recover Weight on R, step L beside R.                       |

**Mambo fwd. R, Coaster L, ¼ pivot L Cross, ¼ turn R ¼ turn R Cross.**

- |     |   |
|-----|---|
| 1&2 | Step R fwd., recover L, step R beside L.          |
| 3&4 | Step L Back, Step R next to L, Step L.            |
| 5&6 | Step L fwd., Turn ¼ L, Cross R over L. (9)        |
| 7&8 | Turn ¼ R Back, Turn ¼ R Side, Cross L over R. (3) |

**Monterey ½ turn R, Monterey ½ turn R with Kick, Jazz Box Cross, Side Mambo L.**

- |      |   |
|------|---|
| 1&2& | Touch R to R, Pivot ½ turn R on Ball, Touch L to L, step L next to R. (9) |
| 3&4& | Touch R to R, Pivot ½ turn R on Ball, Touch L to L, Kick L. (3)           |
| 5&6& | Cross L over R, Step back R, Step L to L, Cross R over L.                 |
| 7&8  | Step L to L, recover Weight on R, Step L beside R.                        |

**Side Rock R, Back Rock R, Side Rock R, Cross R, Triple ¾ R, Step Turn L.**

- |      |   |
|------|---|
| 1&2& | Step R to R, recover L, step R behind L, recover L.                   |
| 3&4  | Step R to R, recover L, Step R across L.                              |
| 5&6  | Step L back ¼ turn R, step R Fwd ¼ turn R, step L Fwd. ¼ turn R. (12) |
| 7-8  | Step R fwd. turn ½ L, step L beside R. (6)                            |

Enjoy and have FUN