

# Born To Be Me

**COPPER** KNOB  
STEPSHEETS

Count: 32

Wall: 2

Level:

Choreographer: Tom Monaghan (NZ) & Wendy Monaghan (NZ) - 2009

Music: Who I Was Born to Be - Susan Boyle : (Album: I Dreamed A Dream.)



Introduction: 8 Beats on Vocals.

**FORWARD, ROCK, 1/2TURN, FORWARD, 1/4PIVOT, ACROSS, SIDE, ROCK, ACROSS, 1/2TURN, FORWARD.**

- 1 2&3&4 Step R fwd, rock back onto L, turn ½ right step R fwd, step L fwd, pivot ¼ turn right, step L across R,  
5&67&8 Step R to side, recover onto L, step R across L, turn ¼ right step L back, turn ¼ right step R to side, Step L forward. (3.00)

**COASTER-STEP, REVERSE 1/2PIVOT, BACK, COASTER-STEP, 1/2TURN, 1/4TURN, FORWARD,**

- 1&23&4 Step R fwd, step L beside R, step R back, touch L back behind R, pivot ½ turn left, step L back, (9.00)  
5&67&8 Step R back, step L beside R, step R fwd, turn ½ right step L back, turn ¼ right step R to side, Step L forward. (xxx) (6.00)

**FWD, 1/2 PIVOT, 1/2 TURN, BACK, ACROSS, BACK, 1/2 TURN, FWD, 1/4PIVOT, ACROSS, SIDE, ROCK.**

- 1&23&4 Step R fwd, pivot ½ turn left, turn ½ left step R back, step L back, step R across L, step L back, (6.00)  
5&67&8 Turn ½ right step R fwd, step L fwd, pivot 1/4 turn right (weight on R), step L across R, step R to side, Recover on L. (3.00)

**ACROSS, 1/4 TURN, BACK, COASTER-STEP, FULL-TURN-TRIPLE- FORWARD, SWEEP-ACROSS, SIDE, ROCK.**

- 1&23&4 Step R across L, turn ¼ right step L back, step R back, Step L back, step R beside L, step L fwd, (xx)  
5&67&8 Right full turn triple fwd step RLR, sweep L to step across R, step R to side, recover onto L. (6.00)

Repeat dance in new direction.

RESTARTS: (easy to hear)

Wall 1 dance to count 28 (xx) then RESTART facing the Back Wall. (6.00).

Wall 4 " " " " " " " " Front " (12.00).

Wall 6 " " " 16 (xxx) " " " " Front " (12.00).

Wall 7 " " " 28 (xx) " " " " Back " (6.00).

Suggestion to finish at front wall: Music slows very near the finish of dance, continue at normal pace. Dance to count 12 (Step L back) then do a right ¼ turn sailor, drag L to R.