You Can Say That Again

Level: Improver

Choreographer: Gave Teather (UK) - May 2019

Music: You Can Say That Again - Johnny Rodriguez

(16 count intro)

Music available from iTunes and Amazon

Count: 32

Please also check out the partner dance choreographed by David Dabbs to this music and called 'Say That Again'

Forward rock. Back. Hitch. Coaster Cross. Sweep

- 1 2Rock forward on Right. Recover onto Left
- 3 4 Step back on Right. Hitch Left knee
- 5 6Step back on Left. Step Right beside Left
- 7 8 Cross Left over Right. Sweep Right from back to front

Cross. Side. Cross. Sweep. Jazz box guarter turn Left. Drag

- 1 2Cross Right over Left. Step Left to Left side
- 3 4Cross Right over Left. Sweep Left from back to front
- 5 6Cross Left over Right. Quarter turn Left stepping back on Right (9 o'clock)
- 7 8 Long step to Left on Left. Drag Right to touch beside Left

**Restart from beginning at this point during wall 5 (which starts facing 12 o'clock).

You will be facing 9 o'clock to Restart

Sway Right. Hold. Sway Left. Hold. Back rock. Step. Pivot half turn Left

- 1 2 Step Right to Right side swaying hips Right. Hold
- 3 4Replace weight onto Left swaying hips Left. Hold
- 5 6Rock back on Right. Recover onto Left
- 7 8 Step forward on Right. Pivot half turn Left (weight ends on Left.) (3 o'clock)
- **Restart from beginning at this point during wall 10 (which starts facing 9 o'clock).

You will be facing 12 to Restart

Forward rock. Half turn Right. Touch. Side Left. Together. Forward. Touch

- 1 2Rock forward on Right. Recover onto Left
- 3 4 Half turn Right stepping forward on Right. Touch Left beside Right (9 o'clock)
- 5 6Step Left to Left side. Step Right beside Left
- 7 8 Step forward on Left. Touch Right beside Left

*Add the following 2 count Tag at the end of wall 1 (facing 9 o'clock) and at the end of wall 6 (Facing 6 o'clock)

Pop Left knee. Pop Right knee

1 – 2 Transfer weight onto Right foot popping Left knee in. Transfer weight onto Left foot popping Right knee in

Start again





Wall: 4