

# I Can't Be Bothered

Count: 64

Wall: 4

Level: Intermediate

Choreographer: Jo Boocock (NZ) & Bex Roper (NZ) - April 2020

Music: I Can't Be Bothered - Miranda Lambert



## Rocking Chair with attitude!

- 1-2-3-4 R step forward, Hold, R step back, looking back over right shoulder, hold  
5-6-7-8 R step forward, Hold, R step back, looking back over right shoulder, hold (with finger clicks)

## Two 1/8th pivots left, cross point, cross point

- 1-2-3-4 R step forward into 1/8th pivot left, repeat [9.00]  
5-6-7-8 Right cross over left, left point left, left cross over right, right point right

## Rock, recover, 1/2 shuffle, rock, recover, coaster step

- 1-2-3&4 Rock forward on Right, recover back on left, turning 1/2 turn right into forward shuffle on right [3.00]  
5-6-7&8 Rock forward on left, recover back on right, left step back, right beside left, left step forward

## Forward rock, side rock, jazz square, hold

- 1-2-3-4 rock forward on right, recover back on left, rock to the right on right, recover on left  
5&6-7-8 cross right over left, left step back, right step forward into 1/4 turn right, hold [6.00]

## Cross toe struts, side rock recover

- 1-2-3-4 left cross over right into toe strut, right step right into toe strut  
5-6-7-8 left cross over right into toe strut, right rock right, recover on left [6.00]

## Cross toe struts into 1/4 turn right

- 1-2-3-4 right cross over left into toe strut, left step left into toe strut,  
5-6-7-8 right cross over left into toe strut, left rock left recover into 1/4 turn right on right [9.00]

## 2 x Cross points, point kick point

- 1-2-3-4 Left cross over right, right point right, right cross over left, left point left  
5-6-7-8 Left cross over right, right point right, right kick forward, right point right

## 2 x Behind cross points, unwind, kick ball change

- 1-2-3-4 Right cross behind left, left point left, left cross behind right, right point right  
5-6-7-8 right cross behind left, unwind 1/2 turn right, right kick ball change

Finish after first 12 counts with stomp and finger click.

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