

# Show You How to Giddy Up!

**COPPER** KNOB  
STEPSHEETS

**Count:** 32

**Wall:** 4

**Level:** Low Improver

**Choreographer:** Mikey Minden (USA), Jaime Lee Ruiz, Terence Ng (USA) & Garrett Boyd (USA)  
- April 2025

**Music:** Giddy Up! - Brooke Eden



**Note:** This was choreographed by Mikey Minden and Jaime Lee Ruiz, and adapted for the floor with restarts and tags by Terence Ng and Garrett Boyd

**Intro: 16 Counts**

## **[1 – 8] VINE RIGHT, L HEEL SWIVEL, ROLLING VINE LEFT W/CLAP**

- 1 – 3 Step R out to right side, cross L behind R, step R out to right side
- &4 With L toe touching the ground, swivel L heel out (&) and back in
- 5 – 8 Turn a full turn to the left while stepping L-R-L, bringing R in to meet L and clapping

## **[9 – 16]\* HEEL PRESENTS X2, R HEEL-HOOK-HEEL, SLIDE BACK X2**

- 1&2& Kick R heel forward, bring R back taking weight, kick L heel forward, bring L back taking weight
- 3&4 Kick R heel forward, hook R over L knee, kick R heel forward
- 5 – 8 Step R back toward right back diagonal, touch L to R, step L back toward left back diagonal, touch R to L

**\*Restart here on Walls 3 and 6**

## **[17 – 24] R CROSS ROCK, CHASSE RIGHT, L CROSS ROCK, CHASSE LEFT**

- 1,2 Cross rock R over L, recover onto L
- 3&4 Step R to right side, bring L to meet R, step R to right side
- 5,6 Cross rock L over R, recover onto R
- 7&8 Step L to left side, bring R to meet L, step L to left side

## **[25 – 32] ½ PIVOTS X2, HOOK, FORWARD LOCK STEPS X2, L FORWARD, R SCUFF W/ ¼ TURN LEFT**

- 1,2 Step R forward, turning ½ turn over left shoulder, transferring weight to L (6:00)
- 3,4 Step R forward, turning ½ turn over left shoulder, hook L over R, keeping weight on R (12:00)
- 5&6&7 Step L forward, lock R behind L, step L forward, lock R behind L, step L forward
- 8 Scuff R foot forward while turning ¼ turn left (9:00)

**TAG: After Wall 7 (9:00)**

## **[1 – 4] SIDE ROCK, RECOVER W/ ¼ TURN LEFT, KICK BALL STOMP**

- 1,2 Rock R out to R side, recover onto L while turning ¼ turn left (6:00)
- 3&4 Kick R forward, bring R back to meet L, stomp L in place