

Glass Half Empty (Contra)

COPPER KNOB
STEPSHEETS

Count: 32

Wall: 2

Level: Improver

Choreographer: April Schmidt-Baum (USA) - July 2025

Music: Glass Half Empty - Midland



#24 Count Intro - Dance Starts With Lyrics

SEQUENCE: 32, 32, 16 (TAG 1/RESTART), 32, 32, 32, 20 (TAG 2/RESTART), 32, 16 (TAG 3/ END OF DANCE)

TAG 1/RESTART - DANCE LAST 16 COUNTS OF DANCE

*NOTE NO TAG DURING INSTRUMENTAL

TAG 2/RESTART (Right After Instrumental) -DANCE LAST 16 COUNTS OF DANCE

adding on these 4 STEPS/COUNTS;

STEP TOUCH R, STEP TOUCH L

1-2 Step R Foot to R, Touch L Foot Next to R

3-4 Step L Foot to L, Touch R Foot Next to L

TAG 3 - DANCE LAST 16 COUNTS OF DANCE - During the last 4 counts the music & lyrics slow down and you will end the jazz-box stepping forward with weight on your L foot facing the other line. END OF DANCE! TADA!

WALK R & L, SHUFFLE, WALK L & R, SHUFFLE

1-2 Step R Foot Forward, Step L Foot Forward

3&4 Step R Foot Forward, Step L Beside R, Step R Foot Forward

5-6 Step L Foot Forward, Step R Foot Forward

7&8 Step L Foot Forward, Step R Beside L, Step L Foot Forward

ROCKING CHAIR (With Sway), ½ TURN PIVOT L, STOMP R & L

1-2 Rock R Foot Forward (Sway R hip forward into R diagonal), Recover back onto L

3-4 Rock R Foot Back, Recover Weight onto L

5-6 Step R Foot Forward, Pivot ½ L (facing the other line) - putting weight back onto L

7-8 Stomp R Foot Forward next to L, Stomp L Foot Next to R

LINDY R, LINDY L

1&2 Step R to R Side, Step L next to R, Step R to R Side

3-4 Rock back on L behind R, Recover weight on R

5&6 Step L to L Side, Step R next to L, Step L to L Side

7-8 Rock back on R behind L, Recover weight on L

KICKBALL CHANGE x2, JAZZBOX

1&2 Kick R Foot Forward, Step R next to L, Step L next to R

3&4 Kick R Foot Forward, Step R next to L, Step L next to R

5-6 Cross R Foot over L, Step L Foot Back

7-8 Step R Foot to R Side Step L slightly Forward

Have fun with it! Give it a little attitude and if you want to put your hand by your ear during the added 4 counts of Tag #2 'when you hear'!