

# Then They Do

**COPPERKNOB**  
STEPSHEETS

**Count:** 32

**Wall:** 2

**Level:** Intermediate

**Choreographer:** Chris Watson (AUS)

**Music:** Then They Do - Trace Adkins



- |          |  |
|----------|--|
| 1-2&3-4  | Step right foot forward, rock weight back onto left, step right back together and rock back onto left, forward onto right  |
| &5-6&7-8 | Left foot together and right foot forward doing a ½ turn pivot via left, taking weight onto left, step right foot together and left foot forward doing a ½ turn pivot via right                      |
| 1-2-3&4  | Rock left to left side and weight back onto right, step left foot behind right, doing a ¼ turn to your right step right forward then left forward  |
| 5-6-7&8  | Rock right over left, weight back onto left, triple step turn via your right, stepping right-left-right, doing a 1 ¼ turn, (facing back wall)  |
| 1-2-3&4  | Rock forward left and back onto right, left coaster  |
| 5-6-7&8  | Step right foot forward, pivot a ½ turn via left, shuffle forward right-left-right (facing front)  |
| 1&2-3-4  | Step left foot forward doing a ½ pivot turn via right, take weight onto right, tap left beside right, step left foot forward, tap right beside left, hold right hand up in the air and click fingers |
| 5-6-7-8  | Step right to right side swing hips right-left-right-left  |

## REPEAT

### TAG

**At the end of wall 3 and 6**

- |         |   |
|---------|---|
| 1-2-3&4 | Rock forward onto right, back onto left, full turn triple, right-left-right |
| 5-6-7&8 | Rock forward onto left, back onto right, full turn triple left-right-left   |

**Restart dance**

### TAG

At the end of wall 7, the music will slow and the beat stop. End the dance as normal but after the hips, drag right foot together and keep weight on left foot then start again as soon as the beat kicks in (this is only a drag and pause, then restart)

This one's for Mum and to thanks her for everything she has given me in life, because without her I wouldn't be who I am today. Thanks Mum.