Cowboy In Me

Count: 32

Level: Intermediate

Choreographer: Katri Ristolainen - March 2008

Music: The Cowboy In Me - Tim McGraw : (Album: Set This Circus Down)

LEFT SIDE BASIC, RIGHT SIDE BASIC, ¼ TURN LEFT CROSS, SYNCOPATED ROCK STEP, CROSS, SWEEP, CROSS, STEP

- 1, 2& Step left to side, rock back on right, recover weight on left
- 3, 4& Step right to side, rock back on left, recover weight on right
- 5 Turn ¼ left and cross left over right (face 9.00)
- 6& Rock right to right diagonal, recover weight on left
- 7, 8& Cross right behind left and sweep left from front to back, cross left behind right, step right to side

CROSS, SWEEP, CROSS ROCK, HITCH ½ TURN RIGHT, 2 STEPS FORWARD, RIGHT LUNGE, 5 RUNS BACK, CROSS

- 1, 2& Cross left over right and sweep right from back to front, cross rock right over left, recover weight on left
- 3, 4& Hitch right leg so that right ankle touches left knee and turn ½ right (face 3.00), step right forward, step left forward
- 5 Lunge right foot forward
- 6&7&8& Run back left, right, left, right, left, cross right over left

STEP ¼ TURN, STEP, STEP THREE TIMES, SWAYS

- 1, 2& Step left to side, step right, left back
- 3, 4& Turn ¼ right and step right to side, step left, right forward
- 5, 6& Turn ¼ right and step left to side, step right, left back (face 9.00)
- (1-6& make a square turning ½ right)
- 7, 8& Sway hips to right, left, right

- 1, 2& Step left to side, rock back on right, recover weight on left
- 3, 4 Turn ¼ right and step right forward, sweep left around clockwise to turn ½ right (face 6.00)
- 5, 6& Cross rock left over right, recover weight on left, step left to side
- 7, 8 Step right forward, cross left over right and unwind full turn right (weight changes to right foot)

REPEAT

TAG: Tag 2nd wall is two counts SHORT, so dance counts 29-30 as follows:

5, 6 Cross left over right and unwind full turn right (weight changes to right foot)

RESTART: Restart On 4th wall start from beginning after 16 counts (turn to face 12.00)

TAG: Tag 5th wall is two counts LONGER, so just make the last unwind little slower and continue, when the beat kicks back in





Wall: 2