

But You're Gorgeous

COPPER KNOB
STEPSHEETS

Compte: 32

Mur: 4

Niveau: Improver

Chorégraphe: Cathy Garland (USA) - February 2025

Musique: Gorgeous - Brett Eldredge



Intro: 8 cts (approx. 6 sec.) - Start on lyrics

REVERSE RUMBA BOX, SCISSOR ¼ TURN, ¾ TURNING TRIPLE STEP (12:00-6:00)

- 1&2 Step RF to R(1), Step LF next to R(&), Step RF back(2)
- 3&4 Step LF to L(3), Step RF to L(&), Step LF forward(4)
- 5&6 Making ¼ turn L Step RF forward(5), Close LF next to R(&), Cross RF over L(6)
- 7&8 Making ¼ turn over R shoulder Step LF back(7), ½ turn over R shoulder Step RF forward(&), Step LF forward(8)

***7&8 Non-Turn option: Making ¼ turn L, Quick step forward L R L**

WALK R L MAMBO, ANGLED COASTER CROSS & CROSS UNWIND (6:00-12:00)

- 1-2 Step RF forward(1), Step LF forward(2)
- 3&4 Rock RF forward(3), Recover on L(&), Step back on RF(4)
- 5&6 Step LF back and out to L side(5), Step RF next to L(&), Cross LF over R(6)
- &7-8 Step on RF(&), Cross LF over R(7), Unwind ½ turn over R shoulder, Keep weight on LF as you pop R knee out(8)

Restarts here

Wall 3 (6:00)

Wall 7 (9:00)

WIZARDS X2, ½ PIVOTS X2 (12:00-12:00)

- 1-2& Step RF forward at an angle(1), Slide LF behind R(2), Step RF forward at an angle(&)
- 3-4& Step LF forward at an angle(3), Slide RF behind R(4), Step LF forward at an angle(&)
- 5-6 Step RF forward(5), ½ turn L while keeping weight on LF(6)
- 7-8 Step RF forward(7), ½ turn L while keeping weight on LF(8)

***5-8 Non-Turn option: Rock Chair – Rock RF forward, Recover on L, Rock RF back, Recover on L**

BACK TRAVELING CROSS HOLD STEP STEP X3, HOLD ½ PIVOT (12:00-9:00)

- 1-2& Start traveling back as you Cross RF over L(1), 1/16 turn R Step LF back(2), 1/16 turn R Step RF to side(&) (1:30)
- 3-4& Continue traveling back Cross LF over R(3), 1/16 turn L Step RF back(4), 1/16 turn L Step LF forward(&) (10:30)
- 5-6& Continue traveling back Cross RF over L(5), 1/16 turn R Step LF back(6), 1/16 turn R Step RF forward(&) (1:30)
- 7-8& 1/8 turn R Step LF forward(7), Step RF forward(8), ½ turn L while keeping weight on LF(&)