## Gonna Be a Country Girl Again



編舞者: Jan Brookfield (UK) - October 2017

音樂: I'm Gonna Be a Country Girl Again - Buffy Sainte-Marie



UPDATED 23/11/17: Now with several scuff steps added for better flow.

Dance starts on vocals.

NB. This is the songwriter's own original version of the song. Versions by other singers are available but may have different Tag situations

Section 1: [HEEL, HITCH, HEEL HITCH, COASTER STEP] x 2

1&2&3&4 (Tap L heel forward, hitch L knee) x 2; step L back, step R next to L, step L forward 5&6&7&8 (Tap R heel forward, hitch R knee) x 2; step R back, step L next to R, step R forward

Section 2 : [FORWARD SHUFFLE, SCUFF] x 2, STEP,  $\frac{1}{2}$  PIVOT, SCUFF, FORWARD SHUFFLE

1&2&3&4& Shuffle forward on L,R,L, scuff R heel forward, shuffle forward on R,L,R, scuff L heel

5,6 Step L forward, pivot half turn over right shoulder, weight now on R

&7&8& Scuff L heel forward, shuffle forward on L,R,L, scuff R heel forward (now facing 6 o'clock)

Section 3: HEEL & HEEL & SIDE & SIDE &, COASTER STEP, SCUFF, SHUFFLE 1/2 TURN RIGHT

1&2& Tap R heel forward, step on R in place, tap L heel forward, step on L in place

3&4& Point R toe to right side, step on R in place, point L toe to left side, step on L in place

5&6& Step R back, step L next to R, step R forward, scuff L heel forward 7&8 Make a half turn right shuffling on L,R,L (now facing 12 o'clock)

Section 4: HEEL & HEEL & SIDE & SIDE &, COASTER STEP, SCUFF, STEP, 1/2 PIVOT TURN

1&2& Tap R heel forward, step on R in place, tap L heel forward, step on L in place

3&4& Point R toe to right side, step on R in place, point L toe to left side, step on L in place

5&6 Step R back, step L next to R, step R forward

&7,8 Scuff L heel forward, step L forward, pivot half turn over right shoulder, weight now on R (now

facing 6 o'clock)

TAG: 4 COUNT TAG TO BE INSERTED AFTER WALLS 2 & 4, FACING 12 O'CLOCK EACH TIME:

CHASSE LEFT: CHASSE RIGHT

1&2 ; 3&4 : Chasse side left on L,R,L; chasse side right on R,L,R

Last Update - 23rd Nov. 2017