

Wish I Could

COPPERKNOB
STEPSHEETS

拍數: 72 牆數: 2 級數: Intermediate
編舞者: Will Baker (USA) - March 2025
音樂: Wish I Could (feat. Andy Delos Santos) - Victor Lundberg



I believe soul line dances are usually learned by watching people dance it and memorizing the steps and how they fit the music, making strong musical muscle memories. This dance, fortunately, also lends itself to being counted and written into a step sheet for other learning preferences. The counts are based on the rhythm of the music.

PART 1: 32 COUNTS

HEEL TOE, COASTER STEPS STARTING RIGHT

1 2 3&4 Tap right heel forward, tap right toe, step on right, do right coaster step
5 6 7&8 Tap left heel, left toe, left coaster step

GRAPEVINES RIGHT AND LEFT

1 2 3 4 Grapevine to right RLRL
5 6 7 8 Grapevine to left LRLR

HEEL TOE, COASTER STEPS STARTING LEFT

1 2 3&4 Tap left heel forward, tap left toe, step on left, do left coaster step
5 6 7&8 Tap right heel, right toe, right coaster step

GRAPEVINES LEFT AND RIGHT

1 2 3 4 Grapevine to left LRLR
5 6 7 8 Grapevine to right RLRL

PART 2: 16 COUNTS

DIAGONAL SHUFFLE STEPS, BACK STEP DRAGS STARTING RIGHT

1&2 3&4 Shuffle diagonally forward on RLR, LRL
5 6 7 8 Step back diagonally on right, drag left to right, step back on left, drag right

DIAGONAL SHUFFLE STEPS, BACK STEP DRAGS STARTING LEFT

1&2 3&4 Shuffle diagonally forward on LRL, RLR
5 6 7 8 Step back diagonally on left, drag right to left, step back on right, drag left

PART 3: 24 COUNTS

STOMP STEP CHANGES, HIP ROLLS, QUARTER LEFT TURNS

1 2& Stomp right foot, step right, lift right
3 4& Stomp left foot, step on left
5 6 7 8 Hip rolls to right, then to left
9 10 11 12 Make quarter turn left rocking RLRL

REPEAT STEPS 1 - 12

REPEAT STEPS 1 - 8

BRIDGE

THREE QUARTER LEFT TURNING GRAPEVINES TO RETURN TO FRONT

1 2 3 4 Left grapevine LRLR
5 6 7 8 Right grapevine RLRL making quarter turn left on counts 7 8

REPEAT BRIDGE TO FACE 9:00

REPEAT BRIDGE TO FACE 12:00

RESTART DANCE PART 1

Submitted by: Bonnie Berns - Email: yaelchina@yahoo.com
