

TONIGHT COWBOY YOU'RE MINE

Count: 42. Wall: 4. Level: Intermediate waltz

Choreographed by Jos Slijpen

Music: **Tonight Cowboy You're Mine** by Joey & Rory

INTRO: 3 count

ROCK LEFT, RECOVER, CROSS, 1/4 LEFT, 1/2 LEFT, 1/4 LEFT

1-3 Rock L to left, Recover onto R, Cross L over R

4-6 Turn 1/4 left step R back, Turn 1/2 right step L forward, Turn 1/4 right step R to right

ROCK BACK, RECOVER, SIDE, BEHIND, 1/4 LEFT, 1/4 LEFT WITH SWEEP

1-3 Rock L back, Recover onto R, Step L to left

4-6 Step R behind L, Turn 1/4 left step L forward, Turn 1/4 left on L (**sweeping R forward**)

CROSS, SIDE, BEHIND, SIDE, DRAG/TOUCH

1-3 Cross R over L, Step L to left, Step R behind L

4-6 Long step L to left, Drag/Touch R beside L over two counts (**weight on L**)

1/4 RIGHT, FORWARD FULL TURN RIGHT, STEP, FORWARD FULL TURN LEFT

1-3 Turn 1/4 right step R forward, Turn 1/2 right step L back, Turn 1/2 right step R forward

4-6 Step L forward, Turn 1/2 left step R back, Turn 1/2 left step L forward

ROCK FORWARD, RECOVER, 1/4 RIGHT, CROSS, POINT SIDE, HOLD

1-3 Rock R forward, Recover onto L, Turn 1/4 right step R to right

4-6 Cross L over R, Touch R to right, Hold

RESTART: Wall 5. See below

CROSS, 1/4 RIGHT, 1/4 RIGHT, TWINKLE

1-3 Cross R over L, Turn 1/4 right step L back, Turn 1/4 right step R to right

4-6 Cross L over R, Rock R to right, Recover onto L

CROSS, 1/4 RIGHT, 1/2 RIGHT, STEP, DRAG/TOUCH, STEP

1-3 Cross R over L, Turn 1/4 right step L back, Turn 1/2 right step R forward

4 Step L forward

ENDING: see below

5,6 Drag/Touch R beside L, Step R forward

42 REPEAT

TAG: End of Wall 2

ROCK LEFT, RECOVER, CROSS, ROCK RIGHT, RECOVER, CROSS

1-3 Rock L to left, Recover onto R, Cross L over R

4-6 Rock R to right, Recover onto L, Cross R over L

RESTART: During Wall 5, dance to count 29 then Step R beside L and restart

ENDING: At the end the music slows down, continue dancing slowing down with the rhythm of the music.

At the end of the dance (counts 41 and 42) Step R forward right, Pivot 1/4 left to face front wall