

Pretty Perfect

COPPER KNOB
STEPPERS

Count: 32

Wall: 4

Level: Improver

Choreographer: Rep Ghazali (SCO) - November 2017

Music: What If I Stay - Chris Young



#16 count intro start on vocal

Music Available on download from iTunes and Amazon

[01-08] R SIDE-L TOG, R SHUFFLE FWD, L ROCK FWD-RECOVER L, L TRIPLE $\frac{3}{4}$ TURN

- 1-2 step Right to Right side, step Left together
- 3&4 step forward Right, step Left together, step forward Right
- 5-6 rock forward Left, recover on Right
- 7&8 $\frac{1}{2}$ turn Left by stepping forward on Left, step Right together, $\frac{1}{4}$ turn Left by stepping forward Left (3)

[09-16] R BACK-L BACK, R COASTER, L SIDE ROCK-RECOVER- $\frac{1}{4}$ TURN ROCK-RECOVER, L ROCK BACK-RECOVER (10.30)

- 1-2 step back Right, step back Left
- 3&4 step back Right, step Left together, step forward Right
- 5&6 side rock Left, recover on Right, $\frac{1}{4}$ turn Left rock Left to Left, recover on Right
- 7-8 rock back Left to face Left corner (10.30), recover on Right (10.30)

[17-24] L SHUFFLE (10.30), R ROCK FWD-RECOVER, BEHIND-SIDE-FWD, $\frac{1}{2}$ TURN-BACK

- 1&2 step forward Left, step Right together, step forward Left (10.30)
- RESTART: 2nd Wall (restart 9 o'clock wall)**
- 3-4 rock forward Right, recover on Left (10.30)
- 5&6 step Right behind Left, step Left to Left (squaring to 9 o'clock wall), step forward Right (9)
- 7-8 $\frac{1}{2}$ turn Right by stepping back on Left, step back Right (3)

[25-32] L COASTER, SKATE-SKATE, R SHUFFLE, L TRIPLE $\frac{1}{2}$ TURN

- 1&2 step back Left, step Right together, step forward Left
- RESTART: 4th Wall (restart 9 o'clock wall)**
- 3-4 skate forward Right, skate forward Left
- Alternative option: full turn Left – $\frac{1}{2}$ turn Left step back Right, $\frac{1}{2}$ turn Left step forward**
- 5&6 step forward Right, step Left together, step forward Right
- 7&8 triple $\frac{1}{2}$ turn Right by stepping Left-Right-Left on the spot (9)

RESTARTS:-

***2nd Wall – dance up to count 18 and restart 9 o'clock wall**

***4th Wall – dance up to count 26 and restart 9 o'clock wall**