

# RIDE EM' COWBOY



**Count:** 32    **Wall:** 4    **Level:** Beginner / Intermediate

**Choreographer:** Kathy Gurdjian

**Music:** Save A Horse (Ride A Cowboy) by Big & Rich



Start on vocals "walk into the room" (not on "Well, I")

## WALK FORWARD, HITCH, WALK BACK, ¼ TURN LEFT, SHUFFLE LEFT

1-4            Walk forward right, left, right, hitch up left knee  
 5-6            Walk back left, right  
 &7&8         Turn ¼ left on ball of right, side shuffle left, right, left

## WALK FORWARD, HITCH, WALK BACK, ¼ TURN LEFT, SHUFFLE LEFT

1-4            Walk forward right, left, right, hitch up left knee  
 5-6            Walk back left, right  
 &7&8         Turn ¼ left on ball of right, side shuffle left, right, left

## DOUBLE FRONT CROSS ROCK STEPS, RIGHT & LEFT

1&2            Cross rock step right over left, recover onto left, step right to right side  
 &                Recover onto left  
 3&4            Cross rock step right over left, recover onto left, step right to right side  
 5&6            Cross rock step left over right, recover onto right, step left to left side  
 &                Recover back onto right  
 7&8            Cross rock left over right, recover onto right, step left to left side

## SINGLE FRONT CROSS ROCK STEPS RIGHT & LEFT, HIP ROLLS ¼ TURN LEFT

1&2            Cross rock step right over left, recover onto left, step right to right side  
 3&4            Cross rock step left over right, recover onto right, step left to left side  
 5-8            Step right forward and roll hips to the left twice into a ¼ turn left

## REPEAT

### Tag

**End of 2nd and 4th walls repeat the last eight counts 25-32**

**End of 7th wall repeat the last eight counts 25-32, three times (single cross steps, hip rolls)**

**On the 2nd wall tag: 6:00, with dance starting over on the 3:00 wall**

**On the 4th wall tag: 9:00, with dance starting over on the 6:00 wall**

**On the 7th wall ending: 6:00 wall, ending on the 9:00**

**In doing so, you will not dance all 4 walls in order but you will hit all walls**