

I AIN'T LISTENING (IF IT AIN'T COUNTRY)

LINEDANCE.COM

Count: 32

Wall: 4

Level: —

Choreographer: David Grant

Music: If It Ain't Country (I Ain't Listening) by Footloose & Fancy Three

SIDE, BEHIND, &CROSS, &CROSS, SIDE, TOUCH, KICK BALL CHANGE

- 1 Step left on the left foot
- 2 Cross the right foot behind the left
- &3 Step the left foot to the left, cross the right foot in front of the left
- &4 Step the left foot to the left, cross the right foot behind the left
- 5 Step left on the left
- 6 Touch the right next to the left
- 7 Kick the right foot forward
- &8 Step in place on the ball of the right foot, change weight to left

SIDE, BEHIND, &CROSS, &CROSS, SIDE, TOUCH, KICK BALL CHANGE

- 9 Step right on the right foot
- 10 Cross the left foot behind the right
- &11 Step the right foot to the right, cross the left foot in front of the right
- &12 Step the right foot to the right, cross the left foot behind the right
- 13 Step right on the right
- 14 Touch the left next to the right
- 15 Kick the left foot forward
- &16 Step in place on the ball of the left foot, change weight to right

STEP PIVOT, HIP BUMPS, SIDE BEHIND, & BRUCIE TURN

- 17 Step forward on the left foot
- 18 Pivot $\frac{1}{2}$ turn right on the balls of both feet
- 19&20 Take a small step left on the left foot and bump the hips left, right, left
- 21 Step to the right on the right foot

- 22 Cross the left foot behind the right
- &23 Turn a quarter turn left ($\frac{1}{4}$ turn) and step back on the right foot, touching the left heel forward

Lean forward and touch the brim of your hat with your right hand

- &24 Step the left foot in place, touch the right foot next to the left

TURN, TAP, SHUFFLE, BUMPS

- 25 Turn half a turn left ($\frac{1}{2}$ turn) and step back on the right foot
- 26& Tap the left heel, raise the left foot off the floor
- 27&28 Shuffle forward on left, right, left
- 29 Take a small step right on the right foot and bump the hips right
- 30 Bump the hips left
- 31&32 Bump the hips right, left, right

REPEAT