

Think Dance As You Drunk

Count: 32

Wall: 4

Level: Beginner

Choreographer: Paul Goodwin (UK) - August 2026

Music: Think As You Drunk - Riley Green



Tags: 3 on Walls 3, 5 & 8

Restarts: None

Start at 24s just after sings "Do you think you are"

Sec 1: Chasse Right, Rock Back, Recover, Chasse Left, Rock Back, Recover

- 1&2 Step to Right on Right foot, step Left Foot beside Right, Step to Right on Right foot
- 3-4 Rock back on Left Foot recover weight onto Right Foot
- 5&6 Step to Left on Left foot, step Right Foot beside Left, Step to Left on Left Foot
- 7-8 Rock back on Right Foot, recover weight onto Left Foot

Sec 2: Forward Diagonal, Touch, Side Touch, Back Diagonal, Touch, Side, Touch

- 1-2 Step Right Foot Forward to Right Diagonal, Touch Left Foot next to Right Foot,
- 3-4 Step Left Foot to Left side, Touch Right Foot next to Left Foot
- 5-6 Step Right Foot back to Right Diagonal, Touch Left Foot next to Right Foot
- 7-8 Step Left Foot to Left side, Touch Right Foot next to Left Foot

Sec 3: Toe Struts moving Forward

- 1-2-3-4 Right Toe, Place Right Heel Down, Left Toe, Place Left Heel Down
- 5-6-7-8 Right Toe, Place Right Heel Down, Left Toe, Place Left Heel Down

Sec 4: Heel Strut, Jazz Box Quarter

- 1-2-3-4 Right Heel, Place Right Foot flat, Left Heel, Place Left Foot Flat
- 1-2-3-4 Cross right over left, turn ¼ right step left back, Step right to right, step left beside right

****On Walls 2, 5 & 8 do Jazz Box slower to fit music****

Tags: On Walls 2, 5 & 8 Repeat Jazz Box from Sec 4 (slowly)

****Optional Fun 'Styling' 1: During the slow Jazz Box Quarters (Tag Walls 2, 5 (extended) & 8) do a (safe & stable!) drunk (but not drunk!) impression**

Optional Fun 'Styling' 2: During Walls 3, 6 & 9 (when hear "Can't do my CBAs" do Toe Struts one Foot in Front of other with Arms out to provide 'balance'

Optional Fun 'Styling' 3: During Walls 4, 7 & 10 when hear "If I was hammered could I dance like this" throw in freestyle Arm movements (e.g. like not too polished 'Saturday Night Fever')**