

# While You Were Gone

**COPPER** KNOB  
STEPSHEETS

Count: 40

Wand: 4

Ebene: Intermediate

Choreograf/in: Linda Burgess (AUS)

Musik: Some Hearts - Kelly Levesque



---

## ROCK, REPLACE, BEHIND, SIDE, CROSS/STEP

1-2-3&4 Rock right to side, replace weight onto left, step right behind left, step left to side, cross/step right over left

## ROCK, REPLACE, CROSS/STEP, TWIST TURN

5-6-7-8 Rock left to side, replace weight to right, cross/step left over right, turn ¼ turn right on balls of both feet, lower heels

## ROCK, REPLACE, COASTER

1-2-3&4 Rock forward right, replace weight back onto left, step back on ball of right, step left beside right, step forward right

## STEP ½ PIVOT, FULL TURN

5-6-7-8 Step forward left, pivot ½ turn right, turning ½ turn right step back on left, turn a further ½ turn right & step forward right

## STEP, HOLD, BEHIND, SIDE, CROSS/STEP

1-2-3&4 Step left to side, hold, cross right behind left, step left to side, cross/step right over left

## ROCK, REPLACE, BEHIND, TURN, STEP

5-6-7&8 Rock left to side, replace weight onto right, cross left behind right, turning ½ turn left (on left) step right beside left (on ball of foot), step forward left

## PIVOT ½ TURN, SHUFFLE

1-2-3&4 Step forward right, pivot ½ turn left, step right to right side, step left beside right, step right to side

## PIVOT ½ TURN, STEP SIDE, ROCK/STEP

5-6-7-8 Step forward left, pivot ½ turn right, step left to left side, rock/step back on right

## STEP TURN STEP, TURNING SHUFFLE

1-2-3&4 Step forward left (to a right 45), turn ¼ turn left & step back on right, turning ¾ turn left shuffle left-right-left

## HEEL BALL CROSS, TURN ¼ turn, TURN ¼ turn

5&6-7-8 Tap right heel to right 45, step back on ball of right, cross/step left over right turn ¼ turn left, step back on right, turn ¼ turn left & step forward left

## REPEAT

## RESTARTS

Dance the first 16 counts on wall 4, then hop weight onto left on & count (should be facing front). Dance the first 16 counts on wall 8, then hop weight onto left on (&) count (after full turn).

---