# Pros & Cons (Rights & Wrongs)



Count: 48 Wand: 4 Ebene: Improver

Choreograf/in: Phoenix Adamson (NZ) - May 2013

Musik: Nothing I Can Do - Joseph & Maia



Intro: 16 Counts

# **ROCKING CHAIR, ½ PIVOT, SHUFFLE**

- 1 2 3 4 Rock Forward On Right, Recover Onto Left, Rock Back On Right, Recover Onto Left
- 5 6 7 & 8 Step Forward On Right, ½ Pivot Left, Shuffle Forward Stepping Right (7) Left (&) Right (8)

### ROCKING CHAIR, 1/4 PIVOT, CROSS SHUFFLE

- 1 2 3 4 Rock Forward On Left, Recover Onto Right, Rock Back On Left, Recover Onto Right
- 5 6 7 & 8 Step Forward On Left, ¼ Pivot Right, Cross Shuffle Stepping Left (7) Right (&) Left (8)

# SIDE SHUFFLE, ROCK RECOVER, SIDE SHUFFLE, 1/2 TURN & TOUCH

1 & 2	Side Shuffle Stepping Right (1) – Left (&) – Right (2)
3 – 4	Rock Back On Left, Recover Onto Right
5 & 6	Side Shuffle Stepping Left (5) – Left (&) – Right (6)
7 – 8	Making ½ Turn Right Step Right To Side, Touch Left Beside Right

# 7 – 8 Making ½ Turn Right Step Right To Side, Touch Left Beside Right

SIDE SHUFFLE, ROCK RECOVER, SIDE SHUFFLE, ½ TURN & TOUCH		
1 & 2	Side Shuffle Stepping Left (1) – Right (&) – Left (2)	
3 – 4	Rock Back On Right, Recover Onto Left	
5 & 6	Side Shuffle Stepping Right (5) – Left (&) – Right (6)	
7 – 8	Making ½ Turn Left Step Left To Side, Touch Right Beside Left	

### DIAGONAL STEP - LOCK - STEP WITH TOUCH, ½ TURN & TOUCH, SIDE TOUCH

- 1 2 3 4 Step Forward On Right Diagonal, Lock Left Behind Right, Step Forward On Right Diagonal, Touch Left Beside Right
- 5 6 7 8 Making ½ Turn Left Step Forward On Left, Touch Right Beside Left, Step Right To Side, Touch Left Beside Right

### DIAGONAL STEP - LOCK - STEP WITH TOUCH, ½ TURN & TOUCH, SIDE TOUCH

- 1 2 3 4 Step Forward On Left Diagonal, Lock Right Behind Left, Step Forward On Left Diagonal, Touch Right Beside Left
- 5 6 7 8 Making ½ Turn Right Step Forward On Right, Touch Left Beside Right, Step Left To Side, Touch Right Beside Left (3 O'Clock)

# **REPEAT**

#### **RESTARTS:-**

On Wall 2 After 1st 32 Counts There Is A Restart (This Now Becomes Wall 3)

On Wall 4 After 1st 32 Counts There Is A Restart (This Now Becomes Wall 5)

On Wall 5 After 1st 32 Counts There Is A Restart (This Now Becomes Wall 6)