

# You Must Be Joking (P)

COPPER KNOB  
BY STEPHEN

Count: 32

Wall: 0

Level: Partner

Choreographer: Hazel Pace (UK)

Music: She Don't Like My Music - Ray Scott



**Position: Start Both Facing OLOD, Man Standing Behind Lady. No Hand Hold, (Until Count 20). Same Footwork Throughout**

## **SIDE SHUFFLE LEFT, ROCK RECOVER, SIDE BEHIND & HEEL JACK ¼ LEFT, HOLD**

- 1&2 Step left to left side, step right beside left, step left to left side
- 3-4 Rock right behind left, recover on left
- 5-6 Step right to right side, step left behind right
- &7-8 Step right to right side, making ¼ turn left touch left heel forward towards LOD, hold

## **& ¼ TURN LEFT, BEHIND, ¼ TURN RIGHT SHUFFLE, ¼ RIGHT TURN BEHIND, & HEEL HOLD**

- &1-2 Step down on left, make ¼ turn left stepping right to right side, step left behind right
- 3&4 Step right ¼ turn right towards LOD, step left beside right, step forward on right towards LOD
- 5-6 Make ¼ turn right stepping left to left side, step right behind left
- &7-8 Step left to left side, making ¼ turn right touch right heel forward towards RLOD, hold

## **& SWITCH ½ TURN LEFT, HOLD, & STEP ½ PIVOT LEFT, RIGHT SHUFFLE, ROCK RECOVER**

**On count 4 go into sweetheart hold**

- &1-2 Step right in place, make ½ turn left touching left heel forward towards LOD, hold
- &3-4 Step left in place, step forward on right, ½ pivot turn left
- 5&6 Step forward on right, step left beside right, step forward on right
- 7-8 Rock forward on left, recover on right

## **LEFT, RIGHT, LEFT SHUFFLES MAKING 1½ WINDMILL TURN, RIGHT SHUFFLE**

- 1&2 Left shuffle making ½ turn left on left, right, left

**Release left arms, lady goes under right arm**

- 3&4 Right shuffle making ½ turn left on right, left, right

**Pick up left hands as you do right shuffle**

- 5&6 Left shuffle making ½ turn left on left, right, left

**Release right hands as you do left shuffle, lady goes under left arm**

- 7&8 Right shuffle forward on right, left, right

**As you start again make ¼ turn right, no hands**

**REPEAT**