

Same Questions

Count: 32

Wall: 4

Level: Improver

Choreographer: Gitte Kunckel Stehr (DK) - July 2025

Music: Same Questions - Max McNow



Intro: 16 counts (approx. 9 seconds into track)

2x step change/restarts wall 2 and 5

1 tag/restart wall 10

Pattern: 32 – 16 – 32 – 32 – 16 – 32 – 32 – 32 – 32 – 16 – tag 4 c– 32 – Ending 1 c

Sec. 1 Side, together, shuffle fw, rock step, ¼ turn chassé

- 1-2 Step R to right side (1), step L next to R (2)
- 3&4 Step fw on R (3), step L next to R (&), step fw on R (4)
- 5-6 Rock step fw on L (5), recover on R (6)
- 7&8 ¼ turn left stepping L to left side (7) 9:00, step R next to L (&), step L to left side (8)

Sec. 2 Cross, side, sailor heel, ball cross, ¼ turn, ¼ turn chassé

- 1-2 Cross R over L (1), step L to left side (2),
- 3&4 Cross R behind L (3), step L slightly back (&), touch R heel towards R diagonal (4)
- &5-6 Step ball of R next to L (&), cross L over R (5), ¼ turn left stepping back on R (6) 6:00
- 7&8 ¼ turn left stepping L to left side (7) 3:00, step R next to L (&), step L to left side (8)

Wall 2, 5 & 10 – ¼ turn left, touch R - wall 2 & 5 restart – wall 10 +4c tag/restart

- 7-8 ¼ turn left stepping L to left side (7), touch R next to L (8)

Wall 10 after 16 c: Tag: Rocking chair R

- 1-2 Rock fw on R (1), recover on L (2)
- 3-4 Rock back on R (3), recover on L (4) – restart facing 12:00

Sec. 3 Cross rock, chassé, cross rock, chassé ¼ turn

- 1-2 Cross rock R over L (1), recover on L (2)
- 3&4 Step R to right side (3), step L next to R (&), step R to right side (4)
- 5-6 Cross rock L over R (5), recover on R (6)
- 7&8 Step L to left side (7), step R next to L (&), ¼ turn left stepping L fw (8) 12:00

Sec. 4 Step turn, shuffle fw, ¼ turn, cross shuffle

- 1-2 Step fw on R (1), pivot ½ turn left stepping L fw (2) 6:00
- 3&4 Step fw on R (3), step L next to R (&), step fw on R (4)
- 5-6 Step fw on L (5), pivot ¼ right stepping R to right side (6) 9:00
- 7&8 Cross L over R (7), step R to right side (&), cross L over R (8)

Start again

Wall 2 Starts facing 9:00, restarts facing 12:00

Wall 5 Starts facing 6:00, restart facing 9:00

Wall 10 Starts facing 9:00, tag/restart facing 12:00

Ending Wall 11 starts facing 12:00, ends towards 9:00, add ¼ turn right stepping R fw facing 12:00