

No Time To Talk

COPPER KNOB
STEPSHEETS

Count: 32

Wall: 4

Level: Improver

Choreographer: Brandon Zahorsky (USA) - July 2025

Music: No Time To Talk - Jonas Brothers



****2 - Restarts**

Cross Rock, Recover, Ball Step, Cross Rock, Recover, Sway x 3, 1/4 Turn

- 1,2& Cross rock R over L (1), Recover back on L (2) Step R side (&)
- 3,4& Cross rock L over R (3), Recover back on R (4), Step L side (&)
- 5,6 Touch R forward and sway hips forward (5), Sway hips back (6)
- 7,8 Step R forward (7), Pivot 1/4 turn L (8) (3:00)

Styling: Walls 3,6,8 - "Bee Gees" part of the track - Change sways into Heel Twists for fun! (5&6&7&8)

Cross, Side, Sailor Step, Cross, Side, 1/4 Turn Sailor Step

- 1,2 Cross R over L (1), Step L side (2)
- 3&4 Step R behind L (3), Step L side (&), Step R side (4)
- 5,6 Cross L over R (5), Step R side (6)
- 7&8 Step L behind R (7), Step R side 1/4 turn (&), Step L forward (8) (6:00)

RESTART HERE! - Wall 2 & 5 - Facing 9:00

Walk x 2, Rocking Chair, Walk x 2, Mambo Step

- 1,2 Step R forward (1), Step L forward (2)
- 3&4& Rock R forward (3), Recover back on L (&), Rock R back (4), Recover forward on L (&)
- 5,6 Step R forward (5), Step L forward (6)
- 7&8 Rock R forward (7), Recover back on L (&), Step R back (8)

Styling: Walls 3,6,8 - "Bee Gees" part of the track - Make walks into Camel Walks - Pop knees

Pony Steps x 2, 1/4 Turn Sailor Step, Hip Dip

- 1&2 Step back on L and Pop R knee (1) Step R next to L (&), Step back on L and Pop R Knee (2)
- 3&4 Step back on R and Pop L knee (3), Step L next to R (&), Step back on R and Pop L knee (4)
- 5&6 Sweep/Step L 1/4 turn side (5), Step R side (&), Step L side (6) (3:00)
- 7,8 Dip hips down to the R (7), Dip hips back up to the L (8)

Styling: Walls 3,6,8 - "Bee Gees" part of the track - Bump hips L,R,L - 7&8 - Play with the music!

Notes: You will only face the back wall once, and it's just for 16 counts. Dance the final 16 counts and you will finish facing the front wall as the music ends.

Ending: Step Forward on R and Pose!!

Have fun with this and add in your own interpretation!