

# The Longest Time

**COPPER KNOB**  
STEPSHEETS

Count: 32

Wall: 2

Level: Improver

Choreographer: Jan Wyllie (AUS)

Music: The Longest Time - Billy Joel



## **SIDE STEP STOMP, SIDE STEP DOUBLE STOMP, ROCK BACK RETURN, SCUFF FORWARD**

- 1&2&3 Step right to right, stomp left beside right, step left to left, stomp right beside left twice (weight on left)
- 8&4 Bounce/step back on right, step forward on left, scuff right forward

## **HEEL STRUTS FORWARD, STEP PIVOT ¼ LEFT TWICE**

- 5&6& Heel strut forward on right, left
- 7& Step forward on right, pivot ¼ left transferring weight to left
- 8& Step forward on right, pivot ¼ left transferring weight to left

## **STEP ACROSS HOLD, SIDE ROCK RETURN X3, CROSS SHUFFLE**

- 9&10& Step right across left towards left corner, hold, rock/step left to left, rock/return weight to right
- 11&12& Step left across right towards right corner, hold, rock/step right to right, rock/return weight to left
- 13&14& Step right across left towards left corner, hold, rock/step left to left, rock/return weight to right
- 15&16 Step left across right, step right to right, step left across right

## **¼ ROCK & STEP BACK, COASTER CROSS, ¼ ROCK & STEP BACK, COASTER & SCUFF**

- 17&18 Making ¼ turn right rock/step forward on right, rock back on left, step back on right
- 19&20 Step back on left, step right beside left, step left across right
- 21&22 Making ¼ turn right rock/step forward on right, rock back on left, step back on right
- 23&24& Step back on left, step right beside left, step forward on left, scuff right forward

## **STEP FORWARD SCUFF TWICE, ROCK FORWARD & BACK, COASTER, STEP FORWARD & PIVOT ½, STOMP**

- 25&26& Step forward on right, scuff left forward, step forward on left, scuff right forward
- 27&28 Rock/step forward on right, rock back on left, step back on right
- 29&30 Step back on left, step right beside left, step forward on left
- 31&32 Step forward on right, pivot ½ left transferring weight to left, stomp right beside left keeping weight on left

## **REPEAT**

## **RESTART**

There is a restart on wall 3 after count 16