

No How, No Sir, No Way

COPPER KNOB
STEPPERS

Count: 64

Wall: 2

Level: Intermediate

Choreographer: Michael Loftus (AUS)

Music: Wrong Night - Reba McEntire



ROCK FORWARD, ROCK BACK, FULL TURN TRIPLE STEP, ROCK FORWARD, ROCK BACK, FULL TURN TRIPLE STEP

- 1-2 Rock forward on right, back on left
- 3&4 Full turn triple step over right shoulder
- 5-6 Rock forward left, back on right
- 7&8 Full turn triple step over left shoulder

ROCK FORWARD, ROCK BACK, RIGHT COASTER, FORWARD ON LEFT, PIVOT ½ SHUFFLE

- 1-2 Rock forward on right, rock back on left
- 3&4 Right coaster step
- 5-6 Forward on left, pivot ½
- 7&8 Shuffle forward left, right, left

SHUFFLE FORWARD, HEEL, TOE, PIVOT ½ TURN, SHUFFLE

- 1&2 Shuffle forward right, left, right
- 3-4 Left heel forward, left toe back
- 5-6 Left forward ½ pivot
- 7&8 Forward shuffle left, right, left

SHUFFLE FORWARD, HEEL, TOE, ¼ TURN PIVOT, CROSS SHUFFLE

- 1&2 Shuffle forward right, left, right
- 3-4 Left heel forward, left toe back
- 5-6 Left forward ¼ pivot
- 7&8 Cross shuffle left, right, left

ROCK, BACK, BEHIND-SIDE-CROSS, ROCK, BACK, BEHIND-SIDE-CROSS

- 1-2 Step right to side, rock onto left
- 3&4 Right behind, left to side, right across
- 5-6 Step left to side, rock onto right
- 7&8 Left behind, right to side, left across

ROCK, BACK, BEHIND, SIDE, CROSS, SIDE, ROCK BACK, ROCK FORWARD

- 1-2 Step right to side, rock onto left
- 3-4 Step right behind left, step left to side
- 5-6 Step right across, step left to side
- 7-8 Rock back onto right, step forward on left

¼ TURN SHUFFLE, ½ TURN SHUFFLE, ROCK FORWARD, BACK, COASTER STEP

- 1&2 Step right back into ¼ turn shuffle backwards right, left, right
- 3&4 Left forward into ½ shuffle left-right-left
- 5-6 Rock forward on right, back on left
- 7&8 Right coaster

FORWARD ON LEFT, HOLD, FORWARD ON RIGHT, HOLD, HIPS: FORWARD, BACK, FORWARD, BACK

- 1-2 Step forward on left, hold
- 3-4 Step forward on right, hold

5-6	Right hips forward, left hips back
7-8	Right hips forward, left hips back

REPEAT

RESTART

On the 3rd wall after the first 16 counts
