

# Worth A Shot

**COPPER** **KNOB**  
STEPSHEETS

Count: 32

Wand: 4

Ebene: Improver

Choreograf/in: Brandi Hughes (CAN) - June 2018

Musik: Worth a Shot - Aaron Pritchett



## Intro: 32 Counts

### Sec. 1: Side Shuffle, ½ Turning Shuffle, ¼ Shuffle, Heel Outs/In

- 1&2 Step Left to left side (1), Step Right beside left (&), Step Left to left side (2)  
3&4 Step Right back making ¼ turn right (3:00) (3), Step Left beside right (&), Step Right to right side making ¼ turn right (6:00)(4)  
5&6 Cross Left over right making ¼ right (9:00)(5), Step Right forward (&), Step Left forward (6)  
&7&8 Step right heel out (&), Step Left Heel out (7), Step Right back to center (&), Step Left beside right (8)

### Sec. 2: Kick Ball Change (x2), Side Shuffle, Rock/Recover

- 1&2 Kick right forward (1), Step Right beside left (&), Step Left beside right (2)  
3&4 Kick right forward (3), Step right beside left (&), Step Left beside right (4)  
5&6 Step Right to right side (5), Step Left beside right (&), Step Right to right side (6)  
7-8 Step Left back (7), Recover weight forward on Right (8)

**\*Restart Here on Walls 5 & 10**

### Sec.3: Weave, ½ Hinge Turn Weave (x2), Rock/Recover

- 1&2 Step Left to left side (1), Cross right behind left (&), Step Left to left side (2)  
3&4 Step Right to right side making ½ turn left (3:00)(3), Cross Left behind right (&), Step Right to right side (4)  
5&6 Step Left to left side making ½ turn right (9:00), Cross right behind left (&), Step Left to left side (6)  
7-8 Step Right forward (7), Recover weight back on left (8)

### Sec. 4: Hip Bumps, Sailor Step, Swamp Thing (x2)

- 1&2 Step Right back pushing right hip back (1), Bring hip to center (&), Push right hip back taking weight on Right (2)  
3&4 Cross left behind right (3), Step Right to right side (&), Step Left to center (4)  
5&6 Rolling body from Head down (5), Step Right to right side (&), Step Left beside right (6)  
7&8 Rolling body from Head down (7), Step Right to right side (&), Step Left beside right (8)

**Happy Dancing!**

**Restarts- Walls 5 & 10 – Start again after 16 Counts**