

# Wherever You're Going

COPPERKNOB  
STEPPSHEETS

Count: 32

Wand: 4

Ebene: Easy Intermediate Polka

Choreograf/in: Ferandi Giuseppe (IT) - March 2022

Musik: Wherever You're Going - Derek Ryan



## SECT.1 Modified rumba box – scissor step ¼ turn left – cross over – heel jack

- 1 RF step side
- & LF step next RF
- 2 RF step fwd
- 3 LF step side follow through RF
- & RF step next LF
- 4 LF step fwd diagonally left (1/8 turn left) (10.30)
- 5 RF 1/8 turn left step side (9.00)
- & LF step next RF
- 6 RF step cross over
- & LF step side
- 7 RF step cross over
- & LF step side
- 8 RF heel touch fwd

## SECT. 2 Heel jack right and left – heel touch fwd right and left – step fwd, swivel

- 1 RF cross over
- & LF step side
- 2 RF heel touch diagonally right
- & RF step in place
- 3 LF cross over
- & RF step side
- 4 LF heel touch diagonally left
- & LF step in place
- 5 RF heel touch fwd
- & RF step in place
- 6 LF heel touch fwd
- & LF step in place
- 7 RF step fwd
- & RF, LF weight on toes and move both heels to the right
- 8 RF, LF return to the center

(Second Restart here on the sixth wall)

## SECT. 3 Shuffle back – shuffle turn – mambo step – left sailor step

- 1 RF step back
- & LF step next RF
- 2 RF step back
- 3 LF ¼ turn left step side (6.00)
- & RF step next LF
- 4 LF ¼ turn left step fwd (3.00)
- 5 RF step fwd
- & LF recover weight
- 6 RF step back
- 7 LF step behind
- & RF step side
- 8 LF step side slightly fwd

**(First Restart here on the third wall)**

**SECT. 4 Right sailor step – left toe back – ½ turn left – Heel touch fwd – hook – heel touch fwd – flick back – right scuff, cross over, stomp left**

- 1 RF step behind
- & LF step side
- 2 RF step side slightly fwd
- 3 LF toe touch back
- 4 ½ turn left (weight on left foot) (9.00)
- 5 RF heel touch fwd diagonally right
- & RF hook in front of left leg
- 6 RF heel touch fwd diagonally right
- & RF flick back
- 7 RF scuff
- & RF step cross over
- 8 LF stomp side

**Restarts:-**

**The First restart on the third wall after 24 counts.**

**Second restart on the sixth wall after 16 counts.**

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