

# No Name

**COPPER** **NOB**  
STEPSHEETS

Count: 32

Wand: 4

Ebene: Intermediate

Choreograf/in: TPWDTIDCS

Musik: A Horse With No Name - America



## WIZARD TWICE, HEEL & HEEL, ¼ PIVOT LEFT

- 1-2&3-4& Step right forward, step left behind right, step right to left, step left forward, step right behind left, step left to right
- 5&6& Right heel forward, step right to left, left heel forward, step left to right
- 7-8 Step right forward, pivot ¼ left with weight on left 9:00

## SHUFFLE FORWARD RIGHT-LEFT-RIGHT, ROCK, RECOVER, SHUFFLE ½ TURN LEFT LEFT-RIGHT-LEFT, FULL TURN 2 STEPS

- 1&2 Step forward right, step left to right, step forward right
- 3-4 Rock forward onto left, recover back to right
- 5&6 Turn ½ to left stepping forward onto left, step right to left, step forward left 3:00
- 7-8 Turn ½ to left stepping back onto right, turn ½ to left stepping forward onto left

### Option:

- 7-8 Walk forward without turning

Restart is done here at the 6th wall, starting at 9:00, after 16 counts, you will turn face 12:00 start dance again

## ROCK RECOVER, RIGHT COASTER, ½ PIVOT RIGHT, SHUFFLE FORWARD

- 1-2 Rock forward right, recover back to left
- 3&4 Step right back, step left back to right, step right forward
- 5-6 Step left forward, pivot ½ to right and step onto right 9:00
- 7&8 Step left forward, step right to left, step left forward

## FULL TURN 2 STEPS, WALK FORWARD TWO STEPS, OUT, OUT, IN, IN TWICE

- 1-2 Turn ½ left stepping back on right, turn ½ left stepping forward on left 9:00
- 3-4 Walk forward right, walk forward left
- &5&6 Step right to right side, step left to left side, step right in, step left to right
- &7&8 Step right to right side, step left to left side, step right in, step left to right (9:00)

### Option:

- 1-4 Walk forward four steps without turning

## REPEAT

## RESTART

You will begin to dance on the 6th wall, facing 9:00. Dance the first 16 counts, this will bring you to the 12:00 wall again. The song is going back into the verse, so you will begin the dance from the beginning