

Nothing At All

Count: 48

Wall: 4

Level: Improver waltz

Choreographer: Fay Willcox (AUS)

Music: Four Minus Three Equals Zero - George Strait



RIGHT LOCK, LEFT LOCK

- 1-2-3 Step right forward 45 degrees, lock left behind right, step right forward 45 degrees
4-5-6 Step left forward 45 degrees, lock right behind left, step left forward 45 degrees

RIGHT TOE SWEEP ½ TURN PIVOT, BACK WALTZ

- 1-2 Point right toe to side, sweep right toe in front of left
3 Pivot both feet ½ turn left (weight on right foot)
4-5-6 Step left back, step right next to left, step left next to right

RIGHT LOCK, LEFT LOCK

- 1-2-3 Step right forward 45 degrees, lock left behind right, step right forward 45 degrees
4-5-6 Step left forward 45 degrees, lock right behind left, step left forward 45 degrees

RIGHT TOE SWEEP ½ TURN PIVOT, LEFT ¼ TURN SIDE WALTZ

- 1-2 Point right toe to side, sweep right toe in front of left
3 Pivot both feet ½ turn left (weight on right foot)
4-5-6 Turning ¼ turn left step left to side, step right next to left, left next to right

SIDE BEHIND SIDE, CROSS RIGHT PIVOT ½ TURN

- 1-2-3 Step right to side, step left behind right, step right to side
4-5-6 Place left toe over right, pivot ½ turn right, rock onto right

CROSS SIDE ROCK, CROSS LEFT PIVOT 1 ¼ TURN

- 1-2-3 Step left over right, rock step right to side, rock onto left
4-5-6 Place right over left, pivot ½ turn left, rock weight on right

FULL TURN LEFT, LONG 45 DEGREES FORWARD

- 1-2 Turning ¼ turn left step left forward, turning ¼ turn left step right to side turning ½ turn left step left to side
4-5-6 Step right (long step) 45 degrees forward, drag left to touch right, hold

LONG 45 DEGREES BACK, RIGHT 45 DEGREES BACK

- 1-2-3 Step left (long step) 45 degrees back, drag right to touch left, hold
4-5-6 Step right to side, rock onto left, hook right over left

REPEAT

ENDING

You will be facing the 9:00. Dance the 48 beats. Turning ¼ turn right step right forward, lock left behind right, step right forward. Close by bringing left to right foot