

# Honky Tonk Good Time

**COPPER** KNOB  
BY STEPHEN

Count: 54

Wall: 1

Level: Intermediate/Advanced

Choreographer: David Sinfield (UK)

Music: Beer Thirty - Brooks & Dunn



## KICK-BALL-CHANGE, HEEL GRIND ¼ TURN, COASTER STEP, KICK-BALL-SCUFF

- 1&2 Kick left forward, step right in place, step left in place  
3-4 Grind left heel forward turning ¼ turn left, (keeping weight onto right,)  
5-6 Step left back, step right in place, step left forward  
7&8 Kick right forward, step right in place, scuff left to left side

## SAILOR SHUFFLES

- 1&2 Step left behind right, step right in place, step left in place  
3&4 Step right behind left, step left in place, step right in place  
5-8 Repeat step 1 to 4

## HEEL SWITCHES, HOLD, HEEL SWITCHES, HOLD

- 1& Touch left heel forward, step left in place  
2& Touch right heel forward, step right in place  
3-4& Touch left heel forward, hold for 1 count, step left in place  
5& Touch right heel forward, step right in place  
6& Touch left heel forward, step left in place  
7-8& Touch right heel forward, hold for 1 count, step right in place

## ½ TURN, SHUFFLE, ½ TURN, SHUFFLE

- 1-2 Step left forward, pivot ½ turn right  
3&4 Step left forward, close right beside left, step left forward  
5-6 Step right forward, pivot ½ turn left  
7&8 Step right forward, close left beside right, step right forward

## STEP, CLAP, ½ TURN, CLAP, STEP, CLAP, ¼ TURN, CLAP

- 1-2 Step left forward, clap  
3-4 Pivot ½ turn right, clap  
5-6 Step left forward, clap  
7-8 Pivot ¼ turn right, clap

## ROCK, SHUFFLE FULL TURN SHUFFLE, ROCK, COASTER

- 1-2 Rock forward on left, replace onto right  
3&4 Shuffle full turn left, stepping left-right-left  
5-6 Rock forward on right, replace onto left  
7&8 Step back right, step left in place, step forward right

## PIVOT ¼ TURN, CROSS, ¼ TURN, ½ TURN, STEP

- 1-2 Step left forward, pivot ¼ turn right  
3-4 Cross left over right, ¼ turn on the ball of right, stepping left forward  
5 ½ turn on the ball of left, stepping left back  
6 Step forward on right

**REPEAT**