

# Bad Day

COPPER KNOB  
STEPSHEETS

Count: 32

Wall: 2

Level: Intermediate

Choreographer: Jean Coates & Mervyn Coates

Music: Bad Day - Daniel Powter



This is a smooth, slow and flowing dance

## CROSS AND HEEL, &, CROSS AND HEEL, & STEP ½ TURN, TRIPLE FULL TURN (RIGHT MAMBO)

- 1&2 Cross right over left, step left to left side, touch right heel forward  
&3&4 Step right next to left, cross left over right, step right to right side, touch left heel forward  
&5-6 Step left next to right, step forward on right, pivot ½ turn left  
7&8 Step back right turning ½ left, step forward left turning ½ left, step side right  
**Option for 7&8: Rock forward on right, recover on left, step side right**

## BACK ROCK SIDE, BACK ROCK SIDE, SAILOR ¼ TURN, TRIPLE FULL TURN (RIGHT SHUFFLE)

- 1&2 Cross rock left behind right, recover on right, step left to left side  
3&4 Cross rock right behind left, recover on left, step right to right side  
5&6 Cross step left behind right, make a ¼ turn left step right to right side, step left to left side  
7&8 Step back right turning ½ left, step forward left turning ½ left, step forward right  
**Option for 7&8: Step forward right, step left next to right, step forward right**

## WALK, WALK, MAMBO STEP, FULL TURN, (SWAY SWAY,) BEHIND & CROSS

- 1-2 Walk forward left - right  
3&4 Rock forward on left, recover on right, step back left  
5-6 Stepping forward on right turn ½ right, stepping back on left turn ½ right  
**Option: 5-6: Sway to right, sway to left**  
7&8 Cross step right behind left, step left to left side, cross step right over left

## STEP, SAILOR ¼ TURN, STEP, STEP SLIDE, ROLLING VINE (SIDE CROSS SIDE)

- 1 Step left to left side  
2&3 Cross step right behind left, make a ¼ turn right step left to left side, step right to right side  
4 Step left forward  
5-6 Step right to right side (long step), slide and touch left next to right  
7&8 Full turn left, traveling left - left, right, left (step left to left side, cross right over left, step left to left side)

**REPEAT**

**RESTART**

Restart on wall 3 after count 36

Restart on wall 6 after count 8, adding an '&' step on to left foot