

# Always Waltzin'

**COPPER** KNOB  
STEPPERS

Count: 48

Wall: 4

Level: Improver

Choreographer: June Yung (SG)

Music: Always and Forever - Dave Sheriff



Dedicated to all my Line Dancing Colleagues who gave me encouragement & comfort, . also to all Cowboys & Cowgirls Waltz Lovers

## CROSS, POINT, HOLD, CROSS, POINT HOLD

- 1-3 Step left foot over right, point right toes to right side, hold  
4-6 Step right foot behind left, point left toes to left side, hold

## WEAVE RIGHT, LONG STEP, SLIDE, FULL LEFT TURN

- 7-9 Step left over right, step right to right, step left behind right  
10-12 Long step to right on right, slide touch left foot to right over 2 counts  
13-15 Make a full left turn on left, right left

## TWINKLE, TWINKLE, TWINKLE WITH ¼ RIGHT TURN

- 16-18 Step right diagonally over left, recover left, step right next to left  
19-21 Step left diagonally over right, recover right, step left next to right  
22-24 Step right over left, make a ¼ right turn stepping back on left, step right next to left

## FORWARD, REPLACE, BACK

- 25-27 Step forward on left, replace weight on right, step back on left

## WEAVE LEFT, LONG STEP, SLIDE, FULL RIGHT TURN

- 28-30 Step right over left, step left to left side, step right behind left  
31-33 Long step to left by left, slide touch right foot to left over 2 counts  
34-36 Make a full right turn on right, left, right

## RISE, SLIDE, HOLD, STEP BACK, SLIDE, HOLD

- 37-39 Step left forward, slide touch right behind left, raising left heel at the same time, hold  
40-42 Step back on left, slide touch right in front of left, hold

## RISE, SLIDE, HOLD, STEP BEHIND, ½ HINGE LEFT TURN, TOGETHER

- 43-45 Repeat 37-39  
46-48 Step down right behind left, hinge ½ turn to left on left foot (swing), step right next to left

## REPEAT

## FINISH

On count 46 of 7th wall, you will face 9:00. On count 47 make a ¾ left turn instead of ½. This will bring you back to front wall. Continue with step right next to left (48).

- 1-3 Step left over right, point right toes to right, hold pose