

# Shattered Dreams

**COPPER** KNOB  
STEPSHEETS

Compte: 32

Mur: 2

Niveau: Easy Intermediate

Chorégraphe: John Warnars (NL) - March 2016

Musique: How's the World Treating You - Joey + Rory : (CD: Country Classics)



Dance starts on the word "I've had nothing but sorrow"

Info: there's a 6 counts music break at wall 8, after count 5 block 3, keep on dancing.

**ROCK, RECOVER & CLOSE, BACK, COASTER STEP, ROCK, RECOVER, LOCK STEP (back);**

- 1 2 & 3 RF rock forward, recover back on LF, RF close next LF, LF step backwards  
4&5 RF step back, LV close next RF, RF step forward  
6 7 LF rock forward, recover back on RF  
8&1 LV step back, □ RF step across LF, LF step back (finish dance on count 8, LF drag next RF)

**¼ R SIDE ROCK, RECOVER, BEHIND, SIDE, CROSS, 2x ¼ TURN L, L SAILOR STEP;**

- 2 3 RF, ¼ turn R side rock (3), recover back on LF  
4&5 RF cross behind LF, LF step to left side, RF step across LF  
6 7 LF ¼ turn L step forward (12), RF ¼ turn L side step (9)  
8&1 LF cross behind RF, RF step to right side, LF step to left side

**ACROSS (step), ¼ TURN R (back), ¼ R SIDE SHUFFLE, CROSS ROCK, RECOVER, SIDE SHUFFLE ¼ L;**

- 2 3 RF step across LF, LF ¼ turn R step back (12)  
4&5 LF ¼ turn R side step (3), LF close next RF, RF step to right side  
**(\*6 counts music break, wall 8)**  
6 7 LF cross rock over RF, recover back on RF  
8&1 LF step to left side, RF close next LF, LF ¼ turn L step forward (12)

**STEP (fwd), ¼ PIVOT L, CROSS SHUFFLE, ¼ TURN R, ½ TURN R, STEP (fwd);**

- 2 3 RF step forward, LF&RF ¼ turn L (9)  
4&5 RF cross step over LF, LF small step to left side, RF cross step over LV  
6 7 8 LF ¼ turn R step backward (12), RF ½ turn R step forward (6), LF step forward  
1 RF □ start again.

\*At wall 8, there's a music break after count 5, block 3, (6 counts) keep on dancing and finish the dance.

Bron: : [www.linedancerjohn.nl](http://www.linedancerjohn.nl) □- Email: [johnwarnars@gmail.com](mailto:johnwarnars@gmail.com) / [johnwarnars@hotmail.com](mailto:johnwarnars@hotmail.com)