

# Home to Me

**COPPER KNOB**  
STEPSHEETS

Count: 32      Wall: 4      Level: Improver  
Choreographer: Gary Lafferty (UK) & Alexis Tait (SCO) - January 2026  
Music: Lighthouse - Jade Helliwell



#32-count intro,

## STEP LEFT, TOUCH, CHASSE RIGHT; ROCK BACK, RECOVER, LEFT KICK-BALL-CROSS

1-2      Step to Left on Left foot, touch Right foot beside Left  
3&4      Step to Right on Right foot, step on Left foot beside Right, step to Right on Right foot  
5-6      Rock back on Left foot, recover weight onto Right  
7&8      Kick Left foot diagonally-forward Left, step down on Left foot, cross-step Right foot over Left

## STEP LEFT, RIGHT SAILOR $\frac{1}{4}$ TURN, STEP FORWARD; ROCK FORWARD, RECOVER, RIGHT COASTER CROSS

1      Step to Left on Left foot  
2&3      Cross-step Right foot behind Left, turn  $\frac{1}{4}$  Right stepping to Left on Left foot, step forward on Right foot (3:00)  
4      Step forward on Left foot  
5-6      Rock forward on Right foot, recover weight onto Left foot  
7&8      Step back on Right foot, step on Left foot beside Right, cross-step Right foot over Left

**RESTART HERE ON WALL 4**

## SIDE ROCK, RECOVER WITH $\frac{1}{4}$ TURN RIGHT, TRIPLE $\frac{1}{2}$ TURN RIGHT; WALK BACK, RIGHT COASTER STEP

1-2      Rock to Left on Left foot, recover weight onto Right making  $\frac{1}{4}$  turn to Right (6:00)  
3&4      Triple  $\frac{1}{2}$  turn over Right shoulder stepping on Left-Right-Left (12:00)  
5-6      Step back on Right foot, step back on Left foot  
7&8      Step back on Right foot, step on Left foot beside Right, step forward on Right foot

## SKATE LEFT THEN RIGHT, LEFT SHUFFLE FORWARD; ROCK FORWARD, RECOVER, $\frac{3}{4}$ TRIPLE TURN

1-2      Skate Left foot forward, skate Right foot forward  
3&4      Step forward on Left, step on Right foot beside Left, step forward on Left foot  
5-6      Rock forward on Right foot, recover weight onto Left foot  
7&8      Triple  $\frac{3}{4}$  turn over Right shoulder stepping on Right-Left-Right (9:00)

**START AGAIN**