

# A Wild Goodbye

**COPPER** **NOB**  
BY STEPHEN

Count: 32

Wand: 4

Ebene: Intermediate

Choreograf/in: Brandon Zahorsky (USA) & Trevor Thornton (USA) - August 2023

Musik: Goodbye's Kickin' In - Brothers Osborne



Count In: 16 ct intro

Notes: Restarts happen after 16 cts. On walls 2-4 & 8

## [1 - 8] 1WALK X2, ½ CHASE TURN, FULL TURN, STEP, MODIFIED ANCHOR

- 1 2 Walk R (1), Walk L (2). 12  
3 & 4 Step fwd on R (3), Pivot ½ L (&), Step fwd on R (4). 6  
5 6 ½ turn R step back on L (5), ½ turn R step fwd on R (6). 6  
7 8 & Step fwd on L (7), Rock R back (8), Recover fwd L (&). 6

## [9 - 16] SWEEP ¼ L, TRIPLE W/SWEEP, TRIPLE W/SWEEP, COASTER, BOOGIE WALKS

- 1 2 & Rock back on R & sweep L making ¼ turn L (1), Step back on L (2), Step on R (&). 3  
3 4 & Taking weight on L, sweep R back (3), Step back on R (4), Step on L (&). 3  
5 6 & Taking weight on R, sweep L back (5), Step back on L (6), Step on R (&). 3  
7 & 8 Step fwd on L (push hips L) (7), Step fwd on R (push hips R) (&), Step fwd on L (push hips L) (8). 3

Styling Counts 7&8- bend knees and push hips side to side to match footwork- LRL

\*RESTARTS Restart the dance here on walls 2 (12 o'clock) 4 (12 o'clock) & 8 (6 o'clock)

## [17 - 24] WALK X2, ¼ TURN L W/COLLECT, CROSS, ¼ TURN R X2, CROSSING SHUFFLE

- 1 2 Walk R (1), Walk L (2). 3  
& 3 4 Make ¼ turn L stepping w/R (&), Step L next to R (3), Cross R over L (4). 12  
5 6 ¼ turn R step back on L (5), ¼ turn R step R to R (6). 6  
7 & 8 Cross L over R (7), Step R to R slightly (&), Cross L over R (8). 6

## [25 - 32] 2SWAY X2, BEHIND SIDE ¼ L, MAMBO ½ L, OUT OUT, IN IN.

- 1 2 Step R to R as you sway hips (1), Recover weight back over L as you sway hips L (2). 6  
3 & 4 Step R behind L (3), ¼ turn L stepping fwd on L (&), Step fwd on R (4). 3  
5 & 6 Rock fwd on L (5), recover weight back onto L (&), ½ over L as you step fwd on L (6). 9  
7 & 8 & Step out with R (7), Step out with L (&), Step in with R (8), Step in with L (&). 9

Ending- Finish the dance facing the front wall- and simply walk off