

Go Away

Count: 32

Wand: 4

Ebene: Intermediate

Choreograf/in: Gordon Elliott (AUS)

Musik: Go Away - Lorrie Morgan



KICK-TOGETHER, KICK-TOGETHER, PIVOT TURN, ½ TURN SHUFFLE, BACK, ROCK FORWARD

- 1& Kick right across in front of left, step right together
- 2& Kick left across in front of right, step left together
- 3-4 Step right forward, turn ½ turn left take weight onto left
- 5&6 Turn ½ turn left shuffle back: right-left-right
- 7-8 Step left back, rock forward onto right

FORWARD, FORWARD, SIDE-SIDE, FORWARD, TOUCH, HOLD, TOGETHER-TOUCH, HOLD

- 1-2 Step left forward, step right forward
- &3-4 Step left forward at 45 degrees, step right to the side, step left forward
- 5-6 Touch right toe to the side, hold
- &7-8 Step right together, touch left toe to the side, hold

RIGHT HEEL SWITCH, LEFT HEEL SWITCH, FORWARD, ¼ TURN, HIP, HIP, HIP, HIP

- &1& Step left together, touch right heel forward, step right together
- 2& Touch left heel forward, step left together
- 3-4 Step right forward, turn ¼ turn left keep weight on right
- 5-6 Push hips right, push hips right
- 7-8 Push hips right, push hips right

ROLLING VINE LEFT & CLAP, SIDE, SLOW DRAG, TOGETHER

- 1-4 Rolling vine to the left turning full turn left: step left, step right, step left, step right
- 5 Step right to the side
- 6-7 Slow drag left towards right (2 beats)
- 8 Step left together

REPEAT

At the end of wall 1 and wall 3 she will be singing "go away..." and you will be dragging the left foot towards the right foot. Slow down the drag to fill in this time. Start the dance again as she starts singing "...no wait a minute"

Also at the end of wall 5 there is a longer stop in the music. She will have sung "...it scares me to death". Hold until she has sung "go away" and start the dance again as above as she sings "...wait a minute"

During wall 7 the song it changes tempo but keep dancing through until the beat returns

To end the dance after the rolling vine left and drag together add 4 more stomps then look down on the last drum crash.