

Goodbye Baby

COPPERKNOB
STEPSHEETS

Count: 64

Wall: 4

Level: Easy Intermediate

Choreographer: Sally Hung (TW) - October 2015

Music: Good-Bye Baby - miss A



Sequence Of Dance: -

After Finishing S6 Of Wall 1, Restarting Facing 3:00,

After Finishing S2 Of Wall 4, Restarting Facing 9:00,

After Finishing S2 Of Wall 7, Restarting Facing 3:00.

Intro: 16 counts from heavy beat

S1. SIDE KICK SIDE TOUCH, CHASSE R, BACK ROCK RECOVER

1,2,3,4 Step R to R side, kick L over R, step L to L side, touch R behind L

5,6,7&8 Step R to R side, step L next to R, step R to R, rock back L behind R, recover onto R

S2. SIDE KICK SIDE TOUCH, CHASSE L, BACK ROCK RECOVER

1,2,3,4 Step L to L side, kick R over L, step R to R side, touch L behind R

5,6,7&8 Step L to L side, step R next to L, step L to L, rock back R behind L, recover onto L

S3. SIDE TOGETHER, CHASSE ¼ TURN R, STEP PIVOT ½ TURN R, FWD SHUFFLE

1,2,3&4 Step R to R side, step L next to R, step R to R side, step L next to R, ¼ turn R stepping R fwd

5,6,7&8 Step fwd on L, Pivot ½ turn R, shuffle fwd on LRL

S4. JAZZ BOX, L BEHIND SIDE, R BEHIND SIDE

1,2,3,4 Cross step R over L, step back on L, step R to R, step L fwd

5&6,7&8 Step R to R side, step L behind R, step R in place, step L to L side, step R behind L, step L in place

S5. WALK BACK RLR, TOUCH WITH HIP BUMP, WALK FWD LRL, TOUCH WITH HIP BUMP

1,2,3,4 Walk back on RLR, touch L fwd with hip bump to L

5,6,7,8 Walk fwd on LRL, touch R fwd with hip bump to R

S6. 1/4 Monterey Turn, 1/4 Monterey Turn

1,2,3,4 Touch R to R, making ¼ turn R stepping R beside L, touch L to L, step L beside R

5,6,7,8 Repeat above 4 counts

S7. ROCKING CHAIR X2

1,2,3,4 Rock fwd on R, recover onto L, rock back on R, recover onto L

5,6,7,8 Repeat above 4 counts

S8. OUT OUT BACK CLOSE, BUMP R TWICE, BUMP L TWICE

1,2,3,4 Step R slightly fwd (out), step L to side (out), step R back, step L together

5,6,7,8 Step R to side with hip bump to R twice, bump hip to L twice

Happy Dancing!

Contact Sally Hung: hung1125@gmail.com