

# Gone "Bang, Bang"

**COPPER** KNOB  
BY STEPHENETS

Count: 48

Wall: 2

Level: Intermediate

Choreographer: Letha Blackford (USA) & Shawna Crane (USA)

Music: Gone - Montgomery Gentry



## RIGHT ROCK & CROSS, LEFT ROCK & CROSS, ½ PIVOT LEFT TWICE

- 1&2 Right side rock, recover left, cross right over left
- 3&4 Left side rock, recover right, cross left over right
- 5-6 Step forward on right, pivot ½ turn left
- 7-8 Step forward on right, pivot ½ turn left

## RIGHT WALK, LEFT WALK, RIGHT OUT, LEFT OUT, HOLD, RIGHT BALL CROSS, ½ TURN LEFT, HIP BUMPS TWICE

- 1-2 Walk right forward, walk left forward
- &3-4 Step out right to right side, step out left to left side, hold
- &5-6 Bring left next to right, cross right over left, unwind ½ turn left
- 7-8 Right hip bump, left hip bump (weight should be on left)

For styling during chorus point right finger, then left with the hips bumps during the bang, bang

## RIGHT CROSSING ROCK STEP, RIGHT ½ TURNING SHUFFLE, LEFT CROSSING ROCK STEP, LEFT ½ TURNING SHUFFLE

- 1-2 Cross right over left, step left in place
- 3&4 Turning ½ turn right, shuffle forward (right-left-right)
- 5-6 Cross left over right, step right in place
- 7&8 Turning ½ turn left, shuffle forward (left-right-left)

## STOMP RIGHT, STOMP LEFT, RIGHT KICK BALL CHANGE, ½ TURN LEFT, RIGHT KICK BALL CHANGE

- 1-2 Stomp right foot, stomp left foot
- 3&4 Kick right forward, step right next to left, step left in place
- 5-6 Pivot ½ turn left (on right)
- 7&8 Kick right forward, step right next to left, step left in place

## RIGHT STEP SLIDE, LEFT STEP SLIDE

- 1 Step right foot diagonally to the right
- 2-4 Slide left foot to the right, touch left next to right (count 4)
- 5 Step left foot diagonally to the left
- 6-8 Slide right foot to the left, touch right next to left (count 8)

## RIGHT MONTERREY TURN, HIP BUMPS X4

- 1-2 Point right to right, ½ turn right (backwards), step right next to left
- 3-4 Point left to left, step left next to right
- 5-8 Hip bumps x 4 (weight ending on left)

## REPEAT

## TAG

At the end of wall 2, dance counts 9-16 twice, and then restart