

Good People

Compte: 32

Mur: 4

Niveau: Beginner

Chorégraphe: Tomasz & Angela (DE) - June 2022

Musique: Good People - Great Big Sea



The dance begins after 18 beats with the onset of the music

S1: Heel, touch, heel, hitch, coaster step, locking shuffle forward

- 1-2 Tap right heel forward - Tap right toe next to left foot
- 3-4 Tap Right Heel Forward - Raise Right Knee
- 5&6 Step back on right foot, step left onto right foot and step slightly forward on right foot
- 7&8 Step forward on left - Cross right foot behind left and step forward on left

S2: Step - pivot ½ l - close, side, behind, side, cross, scissor step

- 1&2 step forward on right - ½ turn left on both balls, weight on left at end, and put right foot next to left (6 o'clock)
- 3-4 Step Left to Left - Cross right behind left
- 5-6 Step Left to Left - Cross right over left
- 7&8 Step left onto left, step right onto left, cross left over right

S3: Mambo side, sailor step turning ¼ l, rock back/kick, step - pivot ¾ l - touch

- 1&2 Step right to right side, weight back onto left foot, step right foot next to left
 - 3&4 Cross left behind right, ¼ turn left, step right over left and step forward with left (3 o'clock)
 - 5-6 Jump backwards with right foot/Kick forward with left foot - jump back onto left foot
- (Restart: In the 1st and 3rd round - towards 3 a.m./9 a.m. - stop here and start over)
- 7&8 Step forward on right - ¾ turn left on both balls, weight at end on left, and touch right foot next to left (6 o'clock)

S4: Chasse´r, rock back, chasse´l, behind, ¼ turn l

- 1&2 Step right to right, step left to right and step right to right
- 3-4 Step back on left - weight back onto right foot
- 5&6 Step left onto left, step right onto left and step left onto left
- 7-8 Cross right behind left - ¼ turn left and step forward on left (3 o'clock)

Day/Bridge (after the end of the 5th round - 3 o'clock)

Step - full turn 1 - step

- 1&2 step forward with right hand - full turn left around on ball of right foot and step forward with left hand