## That's Why (You Go Away)

Wall: 4

Level: Intermediate

Choreographer: Sophitia Christiansen (DK) - August 2008

**Count: 32** 

Music: That's Why (You Go Away) - Michael Learns to Rock : (CD: That's Why You Go Away)

Intro: 8 counts	
S1: Side, Rock Back, Recover, Triple Full Turn, 1/4, Cross Rock, 3/4	
12&	Right long step to right, with left toe dragging towards right, left cross rock behind right facing left diagonal, recover weight on right,
3&4	Step left to 1/4 left, step right back on 1/2 turn left, step left forward to 1/4 left
&56	Step right to 1/4 turn left, cross rock left over right, recover on right,
&78	Step left to 1/4 left, step right back with 1/2 turn left, step left to left side (12)
S2: Twinkle 1/4, Close, Forward, 1/4, Kick, Cross, Coaster Cross, Unwind 3/4	
1&2&34	Cross right over left, side rock on left, recover on right with 1/4 turn right, close on left, step forward on right, step left to 1/4 left,
5&6&7	Kick right to right diagonal, cross right over left, step left back, step back together on right, cross left over right
8&	Cross right over left, unwind 3/4 turn left (put weight on left) (3)
S3: Back, Cross, Back, 1/2, Mambo Step, Sweep, Behind, Kick, 1/4, Point, Hitch	
12&3	Slide right back, cross left over right, step right back, step left forward to 1/2 turn left
4&56	Rock forward on right, recover on left, step right beside left, sweep left out to left and cross left behind right
7&8&	Kick right forward, step right to 1/4 right, point left to left, hitch left up (12)
S4: Cross, Side Rock, Sailor 1/2 Turn, Pivot 1/2, 1/4 Side, Rock Back, Recover, Sways	
12&	Cross left over right, side rock right, recover on left,
3&4	Sweep right out to right and step right behind left, making a 1/2 turn right, step left to left, step right to right,
5&6	Step left forward, pivot 1/2 turn right, step left to another 1/4 turn to side,
7&	Rock back on right, recover on left
8&	Sway right and then left (3)
TAG: Tag to be added AFTER the 6th Wall1-4Sway right, left, right, left	



**COPPER KNOE**