

A Single Man

Count: 32

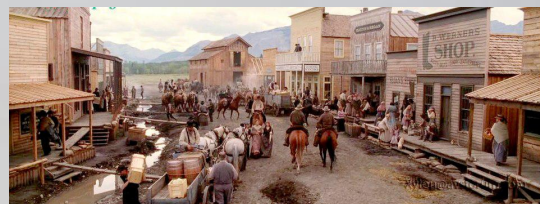
Wall: 4

Level: Improver

Choreographer: Daniel Trepap

Intro: Start app. 3sec. into track

Music: "Single Man" by High Valley



www.country-stafke.be

Intro: Start app. 3 sec. into track

Restart: After 20 counts in wall 9

[1 – 8] Chasse R, Sailor Step, Apple Jack (Option: Heel Swivels), Weave L

1&2 Step R to R side (1), Step L next to R (&), Step R to R side (2) 12:00

3&4 Cross L behind R (3), Small step R to R side (&), Step L to L side (4) 12:00

5&6& Turn L toes out & turn R heel in (5), Recover in place (&), Turn R toes out & turn L heel in (6), Recover in place (weight ends on L)

Easier option: Turn R heel in (5), Recover R heel (&), Turn L heel in (6), Recover L heel (&) 12:00

7&8 Cross R behind L (7), Step L to L side (&), Cross R over L (8) 12:00

[9 – 16] Rockstep L, Weave R, Rockstep R, Weave L

1 – 2 Rock L to L side (1), Recover on R (2) 12:00

3&4 Cross L behind R (3), Step R to R side (&), Cross L over R (4) 12:00

5 – 6 Rock R to R side (5), Recover on L (6) 12:00

7&8 Cross R behind L (7), Step L to L side (&), Cross R over L (8) 12:00

[17 – 24] Chasse L, ¼ turn L, Chasse R, ¼ turn L, Chasse L, ¼ turn L, Chasse R

1&2 Step L to L side (1), Step R next to L (&), Step L to L side (2) 12:00

3&4 ¼ turn L stepping R to R side (3), Step L next to R (&), Step R to R side (4) 9:00

Restart In the 9th wall restart here just add: Step L next to R (&), then start again

5&6 ¼ turn L stepping L to L side (5), Step R next to L (&), Step L to L side (6) 6:00

7&8 ¼ turn L stepping R to R side (7), Step L next to R (&), Step R to R side (8) 3:00

[25 – 32] Kick Switches L & R, Kick, Step fwd, Touch Behind, Step back, Heel fwd, Step fwd, Scuff, Step fwd, Touch Behind, Full Turn Unwind

1&2& Kick L diagonal R fwd (1), Step L next to R (&) Kick R diagonal L fwd (2) Step R next to L (&) 3:00

3&4& Kick L fwd (3), Step L fwd (&), Touch R behind L (4), Step R back (&) 3:00

5&6& L heel fwd (5), Step L fwd (&), Scuff R fwd (6), Step R fwd (&) 3:00

7 – 8 Touch L behind R (7), Full Turn L changing weight to L (8) 3:00

Repeat

Restart; After 20 counts in wall 9