

# Slow Song

Count: 32

Wand: 4

Ebene: High Beginner

Choreograf/in: D'ette Perschke (USA) & Diana Oglesby (USA) - June 2022

Musik: Like a Slow Song - Chris Young



**Intro: 16 Counts. Start with weight on L**

**No Tags, No Restarts**

## **S1 (1-8) R VINE, CROSS, SWEEP R OVER, STEP R DOWN, L BACK, TOUCH R TOGETHER**

1-4 Step R side (1), cross L behind (2), step R side (3), cross L over (4)

5-8 Sweep R across (5), step R foot down (6), step L back (7), touch R together (8)

## **S2 (9-16) ½ R TURNING SHUFFLE, L FWD, ¼ TURN R AND R SIDE, L OVER, TURN ¼ L AND R BACK, ½ L TURNING SHUFFLE**

1&2 ½ R turning shuffle R-L-R (1&2) (6:00)

3-4 Step L forward (3), turn ¼ R and step R side (4) (9:00)

5-6 Cross L over (5), turn ¼ L and step R back (6) (6:00)

7&8 ½ L turning shuffle L-R-L (7&8) (12:00)

## **S3 (17-24) POINT R, DRAG, R KICK-BALL-CHANGE, R OVER, ¼ R TURN AND STEP I BACK, R TOGETHER, L FWD, ½ R TURN**

1-2 Point R side (1), drag R to L (2)

3&4 Kick R forward (3), step R down (&), step L side (4)

5&6 Cross R over (5), ¼ turn R and step L back (&) step R together (6) (3:00)

7-8 Step L forward (7), turn ½ R shifting weight to R (8) (9:00)

## **S4 (25-32) POINT L SIDE, DRAG, L KICK-BALL-CROSS, L BACK, R SIDE, L FWD, R TOUCH**

1-2 Point L side (1), drag L to R (2)

3&4 Kick L forward (3), step L down (&), cross R over (4)

5-6 step L back (5), step R side (6)

7-8 Step L forward (7), touch R together (8)

## **REPEAT**

**NOTE – The dance ends 24 counts into wall 9. You will be facing 12:00 at the end of wall 8. To end the dance at 12:00, please change section 3 as follows:**

## **S3 (17-24) POINT R, DRAG, R KICK-BALL-CHANGE, R Jazz-Box-Cross**

1-2 Point R side (1), drag R to L (2)

3&4 Kick R forward (3), step R down (&), step L side (4)

5-6 Cross R over (5), step L back (6)

7-8 Step R together (7), Cross L over (8)

**(The music will continuously fade during this wall and should be completely faded at the end of the dance)**

Contact: [d2linedance@gmail.com](mailto:d2linedance@gmail.com)