The Pickup Man

Count: 48 Wall: 2 Level: Low Intermediate

Choreographer: Ivonne Verhagen (NL)

Music: Pickup Man - Joe Diffie & Real Hypha

Into: 15 counts (approx. 6 sec)

S1 ¼ TURN RIGHT, TOUCH, ¼, ½ & ¼ TURN LEFT, ¼ & ¼ TURN RIGHT

1-2 ½ Turn right & step RF side. LF touch to RF (3H)

3-4 ½ turn left & LF step forward (12H), ½ turn left (6H)& RF step back

5-6 ½ turn left & LF step side (3H). RF touch to LF

7-8 ½ turn right & RF step forward, ¼ turn right & LF step side (9H)

S2 CROSS BEHIND, $\frac{1}{4}$ TURN LEFT, PIVOT $\frac{1}{4}$ TURN LEFT, CROSS SHUFFLE, $\frac{1}{4}$ TURN RIGHT, $\frac{1}{4}$ TURN RIGHT

1-2 RF cross behind LF, ¼ turn left & LF step forward (6H)
3-4 RF step forward, ¼ turn left(weight finish on LF) (3H)
5&6 RF cross over LF, LF step side, RF cross over LF

7-8 ¼ turn left & LF step back, ¼ turn left & RF step side (9H)

S3 CROSS SHUFFLE, SIDE ROCK STEP, JAZZ BOX 1/4 TURN

1&2,3,4 LF cross over RF, RF step side, LF cross over RF, RF rock to the right side, recover on LF, 5,6,7,8 RF cross over LF, ¼ turn right & LF step back, RF step to the side, LF step forward (12H)

S4 & (diagonal) RIGHT, TOUCH, HOLD, & (diagonal) LEFT, TOUCH, HOLD, STEP 2 X BACK, ROCK STEP BACK

&1-2 Step RF diagonal right forward, LF touch to RF, Hold
&3-4 Step LF diagonal left forward, RF touch to LF, Hold
5,6,7,8 RF step back, LF step back, RF rock back, recover on LF

S5 JAZZ BOX 1/4 TURN, ROCKING CHAIR

1-2 RF cross over LF, 1/4 turn right & LF step back (3H)

3-4 RF step to the side, LF step forward
5-6 RF rock forward, recover on LF
7-8 LF rock back, recover on RF

S6 &OUT, HOLD, 1/4 TURN LEFT, 3X BEND KNEES, 1/2 TURN RIGHT

&1-2 RF step slightly right out, LF step slightly left out, Hold 3-4 ¼ turn left on both feet, finish weight on LF (12H)

5-6 bend both knees 2x

7-8 bend both knees, turn ½ right on LF (6H)

Have Fun!!

Dance Greetings from Ivonne Ivonne.verhagen70@gmail.com

^{**}Restart here in wall 2 (Make an extra ¼ turn right before restart)

^{***}Restart here in wall 5

^{****} After wall 8 FREEZE 7 counts

^{**}Restart in wall 2 after 8 counts (make ¼ turn extra before the restart)

^{***}Restart in wall 5 after 32 counts

^{****}Freeze for 7 counts after wall 8