

Afterglow

Counts: 32 - **Walls:** 2, 4 restarts, 3 tags

Choreographed by: Pol F. Ryan

Music: *Thomas Rhett - Paradise*

1-8 Step-lock, step-lock-step, kick-ball-change, scuff out-out

1-2 Step right diagonally forward (1), lock left behind right (2)

3&4 Step right diagonally forward (3), lock left behind right (&), step right forward (4).

5&6 Kick left forward (5), step left next to right (&), change weight to right (6)

7&8 Scuff left heel next to right (7), step left to left (&), Step right to right (8).

9-16 Sailorstep ½ turn left, siderock(r,l), chassé right, ¾ turn right, stomp up

1&2 Step left behind right making ¼ turn left (1), step right to right making ¼ turn left (&), change weight to left (2).

3-4 Rock right (3), rock left (4),

5&6 Step right to right (5), step left next to right (&), step right to right (6).

7-8 ¾ turn left (7), stomp up right beside left (8).

17-24 Walk back (r,l), coasterstep (r), stomp/heelgrind ¼ turn left, coasterstep (l)

1-2 Step back on right (1), step back on left (2).

3&4 Step right back (3), step left next to right (&), step right forward (4).

5-6 Stomp left (5), turn ¼ turn left on left heel (6).

7&8 Step left back (7), step right next to left (&), step left forward (8).

25-32 Scuff, out-out, knee pops x2, kick-cross-point (r), kick cross point (l)

1&2 Scuff right next to left (1), step right to right (&), step left to left (2).

3&4& Lift both heels and move your knees together (3), lower both heels and move your knees in place (straight) (&), lift both heels and move your knees together (4), lower both heels and move your knees in place (straight) (&).

5&6 Kick right forward (5), step right over left (&), point left to left (6) (*like a kick-ball-point*).

7&8 Kick left forward (7), step left over to right (&), point right to right (8) (*like a kick-ball-point*).

Tag 1:

On wall **2** and **6**: Make a full turn left instead of ¾ turn left on count 15 and restart the dance to the front.

Tag 2:

On wall **4** after count 22 (heelgrind): Add stomp/heelgrind ¼ turn right, coasterstep and stomp/heelgrind ¼ turn left, coasterstep (8 counts) and then restart.

Tag 3:

On wall **9**: Change count 7&8 to: stomp left (7), stomp right (8) and then restart.

Final:

On wall **13** after count 6: Cross left over right making ½ turn right (cross unwind)