SMEPMERD'S CROOK

Origin: A traditional Scottish dance for 1 man and 2 ladies

Formation: 1 M between 2 ladies, all in a line facing the audience

Counts 1-8	All turn about and dance 4 steps away from the audience, turn about and return to places. As far as possible, all 3 dancers should keep hands joined in a line.
9-16	Still w/hands joined, all dance the "Shake and Rock" step from the Highland Fling (rocking step)
17-24	Shepherd's Crook - (timing varies. Sometimes, the M goes under the arch on the 3rd bar and the other lady on the 4th, sometimes they both go under together on 3 and 4) 17-20 - M and LHW dance two common schottische setting steps, raising joined hands to form an arch. RHW dances under this arch (front to back) and back to place, pulling the M and LHW through the arch after her (they sort of turn inside out) 21-24 - REPEAT w/LHW dancing under the arch made by M and RHW
25-28	M and RHW join in ballroom hold and dance a highland schottische step towards audience and back again
29-32	M and RHW turn once around by the R hand using 4 travelling steps
33-40	M and LHW REPEAT. They can either dance away from or towards the audience, and if dancing towards the audience, sometimes take REVERSE ballroom position.
41-48	All dance a reel of 3, M giving LS to RHW to begin
49-56	Still w/hands joined, all dance the "Crossover" step from the Highland Fling (Huntly)
57-64	All join hands and circle 3 hands round and back
65-72	Dropping hands, all dance the final step of the Highland Fling. Sometimes the W takes 4 slow walking steps on the last 2 counts to walk away from the M and curve BACK round to face him (this can be either walking away to his R and L, then curving round towards the audience, or can be walking towards the audience and then curving away to the R and L. Bow and curtsy.

NOTE: Whenever possible, dancers should have hands joined in a line during the 1st 64 counts. The last 8 counts are the only one where they are in a line w/out hands joined (and the only 8 bars in which the fling steps include the arm positions - but for the M only).

