Kyle Castle

A 32 bar strathspey for four couples in a longwise set.

This dance is dedicated to Roy Southall whose Scottish ancestors lived in Ayrshire near Kyle Castle.

Bars Description

- 1-2 Extended Espagnole for 4 couples: 1st woman with 2nd woman also 3rd woman with 4th woman lead by the right hand to the opposite sides and cross <u>while</u> 2nd man with 3rd man lead by the left hand to the opposite sides and cross <u>while</u> 1st and 4th men dance across singly. End with all the women on the mens side in the order 2,1,4,3 and all the men on the womens side in the order 1,3,2,4.
- 3-8 Repeat the figure three more times from new positions, always using right hands on the womens side and left hands on the mens side. All finish back on their own sides opposite their partners in the order 4,3,2,1.
- 9-12 3rd couple (in 2nd place) turn by the left hand one and a half times while 2nd couple (in 3rd place) turn by the right hand one and a half times.
- 13-16 4th and 3rd couples also separately 2nd and 1st couples dance set and link for two couples to end in the order 3,4,1,2 with 3rd and 2nd couples on opposite sides. Those who had their left hand free for the set and link (3rd and 4th men, 1st and 2nd women) do not turn to face in but stay facing out.
- 17-20 4th and 1st couples dance left hands across <u>while</u> 3rd and 2nd couples chase clockwise half way round the set.
- 21-24 2nd and 4th couples also 1st and 3rd couples dance right hands across and end facing up and down on the sidelines.
- 25-32 All dance parallel right shoulder reels on the sides. In the last bar, for the easiest flow into the repeat, 4th and 1st men half turn by the left hand and retain hands (instead of passing left shoulders) while 2nd and 3rd women finish with extra loops but 2nd and 3rd men omit them. The progressed order is 2,4,1,3.

Music

- Preferred tune: James Gray's Strathspey (John Renton).
- Suitable recording: Set of Strathspeys (James Gray: Piano Dance, track 10).

4x325

Roy by the last remains of Kyle Castle

