

# Runaway Train

**COPPERKNOB**  
BY STEPHENETS

Count: 48

Wand: 2

Ebene: Easy Intermediate

Choreograf/in: Christine Collins (AUS) - February 2019

Musik: Runaway Train - Andrew Swift : (Album:Call of the Cavalry - iTunes - 3:58)



**\*\*\*3 Restarts (Wall 1 (after 40 counts), wall 6 and wall 7 (after 32 counts)).**

**Intro: 16 beats (on lyrics "the engine")**

**[1-8] WALK, WALK, STEP, LOCK, STEP, ROCK, REPLACE, STEP BACK, HOLD, HOLD.**

1,2 Step R forward, Step L forward  
3&4 Step R forward, Step L behind R, Step R forward  
5,6 Rock L forward, replace weight onto R  
7&8 Step L back, Hold, Hold

**[9-16] COASTER STEP, PADDLE TURN, PADDLE TURN, CROSS AND HEEL.**

1&2 Step R back, Step L next to R, Step R forward  
3,4 Step L forward, replace weight onto R making a ¼ turn R  
5,6 Step L forward, replace weight onto R making a ¼ turn R  
7&8 Step L across R, replace weight onto R, Place L heel forward

**[17-24] BALL, CROSS, SIDE, BEHIND, SIDE, CROSS ROCK, FULL TURN.**

&1,2,3 Replace weight on L, Step R across L, Step L to side, Step R behind L  
4,5,6 Step L to side, Rock R across L, replace weight onto L  
7&8 Step R to side making a ¼ turn R, step L back making ½ turn R, step R to side making a ¼ turn R

**[25-32] CROSS, SIDE, BEHIND, SIDE, CROSS ROCK, SIDE SHUFFLE.**

1,2,3,4 Step L across R, Step R to side, Step L behind R, step R to side  
5,6 Rock L across R, replace weight onto R  
7&8 Step L to side, Step R beside L, Step L to side (Restarts wall 6 and 7)

**[33-40] WALK, WALK, ROCK REPLACE, BACK LOCK BACK, STEP BACK, TOUCH.**

1,2,3,4 Step R forward, Step L forward, Rock R forward, replace weight back onto L  
5&6 Step R back, Step L in front of R, Step R back  
7,8 Step L back, Touch R beside L (Restart wall 1)

**[41-48] SIDE ROCK, SAILOR STEP, SAILOR STEP, ROCK BACK REPLACE.**

1,2 Rock R out to side, replace weight onto L  
3&4 Step R behind L, Step L in place, Step R out to side  
5&6 Step L behind R, Step R in place, Step L out to side  
7,8 Rock R back, replace weight forward onto L

**[48] Beats : End of dance sequence.**

**Restart Wall 3 After count 40 on the 1st sequence.**

**Restart Wall 6 and Wall 7 After count 32 on the 6th and 7th sequence.**

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