

# River Run

Count: 110

Wand: 4

Ebene: Phrased Advanced

Choreograf/in: David Prestor (SVN) - August 2019

Musik: Tennessee River Run - Darryl Worley



Sections: 32 counts PART A | 30 counts PART B | 32 counts PART C | 16 counts PART D

#8 counts INTRO | 2 tags | 2 walls | 3 restarts

## #INTRO

- 1 JUMPING JACKS, DOUBLE RUNNING MAN
- 1 jumping jack
- 2 recover on R & flick L
- 3 jumping jack
- 4 recover on L & flick R
- 5 running man R forward
- 6 recover
- 7 running man R forward
- 8 recover on R & flick L

## PART A

### A1: WALTZ, STOMP, WALTZ, STOMP, RUMBA BOX, SCUFF

- 1 step L to L
- 2 stomp up R beside L
- 3 step R to R
- 4 stomp up L beside R
- 5 step L to L
- 6 close R beside L
- 7 step L back
- 8 scuff R beside L

### A2: RUMBA BOX, STOMP, RUMBA BOX, SCUFF

- 1 step R to R
- 2 close L beside R
- 3 step R forward
- 4 stomp L beside R
- 5 step R to R
- 6 close L beside R
- 7 step R forward
- 8 scuff L beside R

### A3: SLOW PIVOT WITH SCUFFS, RUN, RUN, WALK, TWIST KICK

- 1  $\frac{1}{4}$  turn R & step L to L
- 2 scuff R beside L
- 3  $\frac{1}{4}$  turn R & step R forward
- 4 scuff L beside R
- 5 step L forward
- 6 step R forward
- 7 step L forward
- 8  $\frac{1}{4}$  turn L & kick R forward

### A4: WAVE, SLIDE, STOMP

- 1  $\frac{1}{2}$  turn L & step R diagonal-R-forward

- 2 step L behind R
- 3 step R diagonal-R-back
- 4 step L in front of R
- 5 ¼ turn L & slide R to R
- 6 drag L toe towards R
- & flick L
- 7 stomp L beside R
- 8 Hold

## **PART B**

### **B1: JUMPING JACK VARIATIONS**

- 1 jumping jack
- 2 recover L over R & R flick behind L
- 3 jumping jack to R
- 4 strut R & hook L in front of R
- 5 jumping jack
- 6 strut L & flick R behind L
- 7 jumping jack to L
- 8 recover R over L & flick L behind R

### **B2: JUMPING JACK, ROCK STEP, KICK, FLEA HOP, TAP, TWIST KICK**

- 1 jumping jack
- 2 strut L & hitch R forward
- 3 ¼ turn R & rock step R to R
- 4 ¼ turn L & recover L & flick R back
- 5 kick R forward
- & ¼ turn L & step R to R
- 6 tap L toe behind
- 7 ½ turn L & kick L forward
- 8 ¼ turn L & step L forward

**End of B#**

### **B3: ROCK STEP, HITCH, ROCK STEP, FLICK, STEP, HITCH, ROCK STEP, FLICK**

- 1 rock step R diagonal-R-forward
- 2 recover L & hitch R forward
- 3 ¼ turn R & rock step R to R
- 4 ¼ turn L & recover L & flick R back
- 5 ¼ turn L & step R to R
- 6 ¼ turn L & hitch L forward
- 7 ¼ turn L & rock step L to L
- 8 ¼ turn R & recover R & flick L back

### **B4: KICK, FLEA HOP, TAP, TWIST KICK, RUNNING MAN**

- 1 kick L forward
- & ¼ turn R & step L to L
- 2 tap R behind L
- 3 ½ turn R & kick R forward
- 4 ¼ turn R & step R forward
- 5 running man L forward
- 6 recover & flick R

## **PART C**

### **C1 HEEL SWITCHES, TOE TAP, HEEL SWITCHES, FLICK, KICK, STEP**

- 1 tap R heel forward
- & close R beside L

- 2 tap L heel forward
- & close L beside R
- 3 tap R toe behind L
- & close R beside L
- 4 tap L heel forward
- & close L beside R
- 5 tap R heel forward
- & close R beside L
- 6 flick L back
- 7 kick L forward
- 8 step L forward

## **C2 TWISK KICKS, REVERSE KICK STEPS**

- 1 ¼ turn L & kick R forward
- 2 ¼ turn L & step R forward
- 3 ¼ turn L & kick L forward
- 4 ¼ turn L & step L forward
- 5 close R behind L & kick L forward
- 6 flick L back
- 7 close L behind R & kick R forward
- 8 flick R back

## **C3 VINE, STOMP, RUN, RUN, WALK, TWIST KICK**

- 1 step R diagonal-R-forward
- 2 step L behind R
- 3 step R to R
- 4 stomp up L beside R C#
- 5 ¼ turn L & step L forward step L to L
- 6 step R forward flick R behind L
- 7 step L forward hold
- 8 ¼ turn L & kick R forward

## **C4 WAVE, SLIDE, STOMP**

- 1 ½ turn L & step R diagonal-R-forward
- 2 step L behind R
- 3 step R diagonal-R-back
- 4 step L in front of R
- 5 ¼ turn L & slide R to R
- 6 drag L toe towards R
- & flick L
- 7 stomp L beside R
- 8 Hold

## **PART D**

### **D1: SCOOTERS VARIATIONS**

- & scoot R to L
- 1 close L beside R
- & scoot L to R
- 2 close R beside L
- & scoot R to L
- 3 close L beside R
- 4 hold
- & scoot L to R
- 5 stomp up R beside L

& scoot L to R  
6 stomp up R beside L  
& scoot L to R  
7 stomp up R beside L  
8 hold

## **D2: SCOOTERS VARIATIONS**

& scoot R to L  
1 close L beside R  
& scoot L to R  
2 close R beside L  
& scoot R to L  
3 close L beside R  
4 hold  
& scoot L back  
5 stomp up R beside L  
& scoot L back  
6 stomp up R beside L

### **D# ends here**

& scoot L back  
7 stomp up R beside L  
8 hold

## **LIMBO TAG**

1 JUMPING JACK, HOLD, JUMPING JACK, SCOOTERS FORWARD  
7 jumping jack  
8 hold  
1 recover on both feet  
2 jumping jack  
3 scoot both feet forward  
4 scoot both feet forward  
5 scoot both feet forward  
6 scoot both feet forward

## **CHICKEN TAG**

### **CT1: HEEL FANS**

& heel fan L to L  
1 recover  
& heel fan R to R  
2 recover  
& heel fan L to L  
3 recover  
& heel fan R to R  
4 recover  
& heel fan L to L  
5 recover  
& heel fan R to R  
6 recover

## **PHRASED**

**INTRO :1st wall**

**D# :1st wall**

**LIMBO TAG :1st wall**

**A :1st wall**

**A :3rd wall**

B :1st wall  
INTRO :3rd wall  
D :3rd wall  
CHICKEN TAG :3rd wall  
A :3rd wall  
A :1st wall  
B :3rd wall  
C :1st wall  
C :2nd wall  
D :3rd wall  
D# :3rd wall  
INTRO :3rd wall  
A :3rd wall  
A :1st wall  
B# :3rd wall  
D :3rd wall  
B :3rd wall  
INTRO :1st wall  
D :1st wall  
D :1st wall  
C# :1st wall  
INTRO :1st wall  
D :1st wall

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