

# Run It

Count: 32

Wand: 4

Ebene:

Choreograf/in: Adrian Valencia (USA) - January 2025

Musik: Run It - Jelly Roll



## [1-8]: DOROTHY STEP R, DOROTHY STEP L, PIVOT 1/2 TURN, STEP FULL TURN

- 1-2& 1 ) Step R to right diagonal, 2 ) Step L behind R, & ) Step R to right diagonal  
3-4& 3 ) Step L to left diagonal, 4 ) Step R behind L, & ) Step L to left diagonal  
5&-6 5 ) Step forward on R, & ) Pivot on R turning counterclockwise facing 6 o'clock wall, 6 ) Land on L weight on L  
7-8 7 ) Step forward R, 8 ) Step L full turning over left shoulder counterclockwise land on L weight on L

## [9-16]: STEP R, KNEE HITCH L, COASTER STEP, ANCHOR STEP, STEP PIVOT

- 1&2 1 ) Step R, & ) Hitch left knee up, 2 ) Step L back down weight on L  
3&-4 3 ) Step back R, & ) Step back L next to R, 4 ) Step R forward weight on R  
5-6& 5 ) Step L forward pivot on R 1/4 right 6 ) Cross R behind L weight on R, & ) Step/ shift weight to L  
7-8 7 ) Step right with R while pivoting on R turning 180 around counterclockwise, 8 ) Recover on L weight on L

## [17-24]: STEP BEHIND HEEL CROSS STEP BEHIND HELL STEP

- 1-2&-3-&4 1 ) Step right with R, 2 ) Step with L behind R, & ) Step right with R facing diagonal weight on R, 3 ) Step L heel out, & ) Step L together with R weight on L, 4 ) Step R heel out facing diagonal weight on L  
5-6&-7-&8 5 ) Step left with L, 6 ) Step with R behind L, & ) Step left with L facing diagonal weight on L, 7 ) Step R heel out, & ) Step R together with L weight on R, 8 ) Step L heel out facing back wall

## [25-32] STEP HALF PIVOT, STEP HALF PIVOT, STEP PIVOT HITCH RECOVER FLICK

- 1&2 1 ) Step forward R, & ) Pivot on R weight on R turning counter clockwise facing 12 o'clock wall, 2 ) Land on L weight on L  
3&4 3 ) Step forward R, & ) Pivot on R weight on R turning counter clockwise facing 6 o'clock wall, 4 ) Land on L weight on L  
5-6 5 ) Step forward with R, 6 ) Weight on R pivot on R hitch L knee turning counter clockwise facing 9 o'clock wall  
7-8 7 ) Land on L weight on L, 8 ) Flick R behind L

**Restart: Easiest way to explain this is that, at timestamp: 1:29 of the song there's a cowbell sound. Restart here. This should happen after the first 16 counts of the choreography. Restart should be facing the 12 o'clock wall.**