

# I'm Gonna Run To You

Compte: 32

Mur: 4

Niveau: High Improver

Chorégraphe: Conor McVeigh (UK) & Gary Samms (UK) - March 2018

Musique: Run to You - Bryan Adams : (Album: Best of Me - iTunes - 3:52)



**Introduction: 32 counts from beginning of track (approx 15 seconds into the track)**

**Section 1: Rock out right left, rock back recover, Right shuffle forward, pivot ¼ right**

- 1, 2            Rock right, rock left
- 3, 4            Rock back on right, recover weight onto left.
- 5&6            Step forward right, close left next to right, step forward on the right.
- 7, 8            Step forward left, pivot ¼ right. (3 0'Clock)

**Section 2: Cross shuffle, hinge ½ left, cross rock, jump back, and heel dig**

- 1&2            Cross left over right, step right to right side, cross left over right.
- 3, 4            Make ¼ left stepping back right, make ¼ left stepping left to left side.
- 5, 6            Cross rock right over left, recover weight onto left.
- &7, 8          Jump back right, left, dig left heel forward. (9 0'Clock)

**\*\* Restart 1: Here during Wall 4\*\***

**Section 3: Tog., Rock forward, recover, half turn shuffle x2, right coaster step**

- &, 1, 2        Step on ball of left, Rock forward right, recover weight onto left.
- 3&4            Half turn Right shuffle stepping forward right, left, right.
- 5&6            Half turn Right shuffle stepping forward left, right, left.
- 7&8            Step back right, step left next to right, step forward right. (9 0'Clock)

**\*\* Step change and Restart 2. Here during Wall 10: Instead of the coaster step, do a slow rock back on the right and recover onto left.**

**Then Restart the dance\*\***

**Section 4: Run forward, Forward Rock, Shuffle ½, Forward touch**

- 1&2            Run forward left, right, left. (Shuffle left, right, left as an alternative).
- 3-4            Rock forward on right, recover weight onto left.
- 5&6            Half turn right shuffle stepping forward right, left, right.
- 7-8            Step forward left, touch right next to left. (3 0'Clock)

**Restart 1: During Wall 4 after 16 counts (facing 6 0'Clock)**

**Restart 2: During Wall 10 after 24 counts (facing 6 0'Clock)**

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