

Run Devil Run

Compte: 48

Mur: 4

Niveau: Improver

Chorégraphe: Mike Hitchen (UK) - June 2011

Musique: Run Devil Run - Girls' Generation



16 Count Intro.

Kick Ball Cross, Kick Ball Cross, Side Rock, & Step Touch.

- 1&2 Kick left forward, Step onto left, Cross right over left.
- 3&4 Kick left forward, Step onto left, Cross right over left.
- 5&6 Step left to side, Step right together, Step left to side.
- 7-8 Rock back on right, Recover to left.

Kick Ball Cross, Kick Ball Cross, Side Shuffle, Rock Step.

- 1&2 Kick right forward, Step onto right, Cross left over right.
- 3&4 Kick right forward, Step onto right, Cross left over right.
- 5&6 Step right to side, Step left together, Step right to side.
- 7-8 Rock back on left, Recover on right.

Step ½ Turn, Shuffle ½ Turn, R Sailor L Sailor

- 1-2 Step forward on left, Pivot ½ turn right.
- 3&4 Step left ¼ turn right, Step right together, Step left ¼ turn right.
- 5&6 Step right behind left, Step left to left side, Step right to right side
- 7&8 Step left behind right, Step right to right side, Step left to left side

First restart here 4th wall

Cross Side, Behind Side Cross, Rock ¼ Turn Right, Full Turn right.

- 1-2 Cross right over left, Step left to side.
- 3&4 Cross right behind left, Step left to side, Cross right over left.

Third restart here 8th wall

- 5-6 Rock left to side, Turn ¼ turn right putting weight onto right.
- 7-8 Turn right ½ turn stepping back on left, ½ Turn right stepping right forward.

Touch Hold, Touch Hold, & Rock Step, Step Lock Step

- 1-2 Touch left to left side, Hold
- 3-4 Touch right to right side, Hold
- &5-6 Step right together, Rock forward on left, Recover to right
- 7&8 Step left back, lock right over left, Step left back.

Second restart here 7th wall

Touch Hold, Touch Hold, & Step Turn, & Step Step.

- 1-2 Touch right to right side, Hold
- 3-4 Touch left to left side, Hold
- &5-6 Step left together, Step forward on right, Pivot ½ turn left.
- &7-8 Step forward on right, Step left together, Step forward on right.

*3 Restarts, walls 4 -7-8th Wall