

Feel the Rush

COPPER KNOB
STEPPERS

Count: 32

Wall: 4

Level: Improver

Choreographer: Jennifer Hamilton (USA) - March 2025

Music: FEEL THE RUSH - Brad Johnson & The Killin'Time Band



Song & Band featured in the movie, ACCOUNTANT 2 (Line dance was performed at movie premier).

NO TAG or RESTARTS

INTRO: 32 count intro

[1-8]: R HEEL TOUCH forward (x2). R TOE TOUCH behind (x2). R TOE TOUCH forward, side, and behind. RF STOMP NEXT LF —12:00

- 1, 2 R heel touch forward [1], again [2] —12:00
- 3, 4 R toe touch behind [3], again [4] —12:00
- 5, 6 R toe touch front [5], R toe touch side [6] —12:00
- 7, 8 R toe touch behind [7], R stomp next to L [8] — 12:00

[9-16]: GRAPEVINE right, LF FLICK (slap left heel with right hand). GRAPEVINE left, RF FLICK (slap right heel with left hand). JAZZ BOX (right over leZ) — 12:00

- 1&2& RF step right [1], LF step behind [&], RF step right [2], LF flick, slap left heel with right hand [&] —12:00
- 3&4& LF step left [3], RF step behind [&], LF step left [4], RF flick, slap right heel with left hand [&] —12:00
- 5, 6 RF cross in front of LF [5], LF step left [6] —12:00
- 7, 8 RF step right [7], LF step next to RF [8] —12:00

[17-24]: RF SHUFFLE forward (RLR). LF SHUFFLE forward (LRL). RF STEP-PIVOT ½ TURN left (ccw). LF STEP forward. RF SHUFFLE forward (RLR) — 6:00

- 1&2 RF shuffle forward — right [1], le^ [&], right [2] — 12:00
- 3&4 LF shuffle forward — left [3], right [&], left [4] — 12:00
- 5, 6 RF step-pivot ½ turn [5], shifting weight back onto LF [6] — 6:00
- 7&8 RF shuffle forward — right [7], left [&], right [8] — 6:00

[25-32]: LF SHUFFLE forward (LRL). RF STEP-PIVOT ½ TURN left (ccw). LF STEP forward. MARCH in place (RL) with ¼ TURN left. MARCH in place (RL) — 9:00

- 1&2 LF shuffle forward — left [1], right [&], left [2] —6:00
- 3, 4 RF step-pivot ½ turn [3], shifting weight back onto LF [4] — 12:00
- 5, 6 RF march in place 1/8 turn left [5], LF march in place 1/8 turn left [6] — 9:00
- 7, 8 RF march in place [7], LF march in place [8] — 9:00

START AGAIN.