

No Brakes

COPPER KNOB
STEPPERS

Count: 32

Wall: 4

Level: Intermediate

Choreographer: Christopher Petre (USA) & Junior Willis (USA)

Music: No Brakes - Hot Rize



Showcased in the Saturday Evening Show at Jg2's 2006 Line Dance Marathon

HEEL & HEEL &, HEEL & HEEL &, STEP ½ TURN, CROSS & KICK

- 1&2& Touch right heel forward, step right in place, touch left heel forward, step left in place
3&4& Touch right heel forward, step right in place, touch left heel forward, step left in place
5-6 Step forward onto right, turn ½ left stepping onto left to face rear wall (6:00)
7&8 Cross step right over left, step diagonally back onto left, kick right diagonally forward

ROCK, RECOVER, SIDE, BEHIND, SIDE, FRONT, KICK-HITCH-CROSS

- 1-2 Rock back onto right, recover weight onto left
3-4-5-6 Step right to side, step left behind right, step right to side, cross left over right
7&8 Kick right foot to side, hitch right knee, cross right over left

For emphasis, hold on count 7 and do the kick-hitch-cross on the counts "&a8"

DUCK, TURN OUT, STEP ¼ TURN, CROSS ROCK, RECOVER, ¼ TURN SHUFFLE

- 1 Turn ¼ right facing side wall (3:00) stepping back onto left (butt goes first)
2 Turn ½ right facing opposite side wall (9:00) stepping forward onto right
3-4 Step forward onto left, turn ¼ right (6:00) stepping onto right
5-6 Cross rock left over right, recover weight back onto right
7&8 Turning ¼ left (3:00) shuffle forward left, right, left

STEP ¼ TURN, CROSS, POINT, CROSS, POINT, (KNEE BEND) DOWN, UP

- 1-2 Step forward right, turn ¼ left (6:00) stepping onto left
3-4 Cross right over left, point left toe out to left side
5-6 Cross left over right, point right toe out to right side
7 Keeping toe out, turn ¼ right (3:00) bending at knees (back straight) bringing elbows up
8 Push arms downward and stand upright keeping weight back on left

REPEAT

FINALE

The dance ends 8 counts into the 11th wall; this is the 3rd time starting from the rear wall. Instead of kicking on count 8, just place your heel forward ("heel jack"). Arms out and pose