Ayo Ke Jogja

拍數: 32

級數: Beginner

編舞者: Stella Lie (INA) - November 2022

音樂: Ayo Ke Jogja - Agha Zaza

Intro: 16 Counts (Start on vocals)

***3TAGS, and additional step at the end

Copperknob Admin

S1. (GRAPEVINE) RL WITH TOUCH

- 1-2 Step R to side, cross L behind R
- 3-4 Step R to side, touch L beside R
- 5-6 Step L to side, cross R behind L
- 7-8 Step L to side, touch R beside L

S2. V-STEP - ROCKING CHAIR

- 1-2 Step R diagonal forward to Right, step L diagonal forward to Left
- 3-4 Step R back to center, close L together
- 5-6 Step R forward, Recovered on L
- 7-8 Step R backward, Recovered on L

S3. (SIDE - CLOSE - SIDE - TOUCH WITH HIP BUMP) RL

- 1-2 Step R to side, close L together
- 3-4 Step R to side, touch L together with hip bump on Left
- 5-6 Step L to side, close R together
- 7-8 Step L to side, touch R together with hip bump on Right

S4. 1/2 PIVOT TO LEFT- 1/4 PIVOT TO LEFT- JAZZBOX - FORWARD

- Step R forward, 1/2 turn Left recovered on L (6.00) 1-2
- 3-4 Step R forward, 1/4 turn Lefft recovered on L (3.00)
- 5-6 Cross R over L, step L back
- 7-8 Step R to side, step L forward

#2TAGS - 4counts at the end of walls 2 & 6 (6.00)

STEP SIDE WITH HIP SWAY RLR - CLOSE

- 1-2 Step R to side with sway hip to Right, sway hip to Left
- 3-4 Sway hip to Right, Close L together R

TAG - 12counts at the end of wall 4 (12.00)

V-STEP - ROCKING CHAIR - JAZZBOX

- 1-2 Step R diagonal forward to Right, step L diagonal forward to Left
- 3-4 Step R back to center, Close L together
- 5-6 Step R forward, recovered on L
- 7-8 Step R backward, recovered on L
- 9-10 Cross R over L, step L back
- 11-12 Step R to side, step L forward

Ending : at the end of wall 10 facing (6.00) add 8 counts 1/2 PIVOT TO LEFT, WALK FORWARD RLR - L TOGETHER-HOLD

- 1-2 Step R forward. 1/2 turn Left forward recovered on L (12.00)
- 3-4 step R forward, step L forward
- 5-6 step R forward, step L together
- 7-8 Hold





牆數: 4

Opsi : Put your hand on your chest from bottom up

Happy Dancing & Enjoy!

Contact: Slucianie11@gmail.com