

# Wonderful Mojokerto

**COPPER** **KNOB**  
BY STEPHENETS

**Count:** 32

**Wall:** 4

**Level:** High Beginner

**Choreographer:** Juli Santoso Pikir (INA) - November 2023

**Music:** Wonderful Mojokerto (feat. Edgar Jaque & Yosy Hardian) - Bagas Toto



## **INTRO : WALK-WALK (24 COUNT)**

**[1-8] FULL TURN R, [1-8] FULL TURN L, [1-4] FORWARD, [1-4] BACKWARD**

### **S-1. GRAPEVINE TO R, ROLLING TO L**

1 2 3 4 Step RF to side - Cross LF behind RF - Step RF to side - Touch LF to side  
5 6 7 8 Step LF to side - ½ Turn L Step RF to side - ½ Turn L Step LF to side - Close RF beside LF

### **S-2. RUMBA BOX, SIDE CLOSE - CHASSE**

1 2 Step RF to side - Close LF beside RF  
3&4 Step RF forward - Close LF beside RF - Step RF forward  
5 6 Step LF to side - Close RF beside LF  
7&8 Step LF to side - Close RF beside LF - Step LF to side

### **S-3. NEW YORK, PIVOT ¾ TURN R - SHUFFLE**

1 2 Cross RF over LF - Recovered on LF  
3&4 Step RF to side - Close LF beside RF - Step RF to side  
5 6 ¼ Turn R Step LF forward - ½ Turn R In place on RF  
7&8 Step LF forward - Close RF beside LF - Step LF forward (09:00)

### **S-4. SIDE ROCK-BACK-SIDE-FORWARD (R/L)**

1 2 Step RF to side - Recovered on LF  
3&4 Step RF back - Step LF to side - Step RF forward  
5 6 Step LF to side - Recovered on RF  
7&8 Step LF back - Step RF to side - Step LF forward

### **Tag 1 : 12 Count : JAZZ BOX (4c), HIP BUMP (HOLD) - HIP BUMP (8c) on After Wall 1**

1 2 3 4 Cross RF over LF - Step LF back - Step RF to side - Close LF beside RF  
1 2 3 4 Bump hip to R - Hold - Bump hip to L - Hold  
5 6 7 8 Bump hip to R - Bump hip to L - Bump hip to R - Bump hip to L

### **Tag 2 : 2 Count : HIP BUMP (2c) on After Wall 2**

1 2 Bump hip to R - Bump hip to L

### **Tag 3 : 8 Count : HIP BUMP (HOLD) - HIP BUMP (8c) on After Wall 5 & After Wall 8**

1 2 3 4 Bump hip to R - Hold - Bump hip to L - Hold  
5 6 7 8 Bump hip to R - Bump hip to L - Bump hip to R - Bump hip to L

**Happy Dance : [julipikir.upn@gmail.com](mailto:julipikir.upn@gmail.com)**