

# Hari Merdeka

**Compte:** 68

**Mur:** 2

**Niveau:** High Beginner

**Chorégraphe:** Annie Annoy (INA), Fieda Andriyanti (INA) & Bunda Chris (INA) - August 2023

**Musique:** Hari Merdeka - Cokelat



## Sequence:

### \*PART A 36 Count\*

#### \*SEC 1: GRAPEVINE - TOUCH - POINT\*

1-2-3-4 Step R on R foot, Cross L foot behind R, Step R on R foot, Touch L toe next to R foot

5-6-7-8 Point L to L, Touch L to next to R foot, Step L on L foot, Cross R foot behind L

#### \*SEC 2 : SIDE - TOUCH - POINT - WALK - WALK - POINT\*

1-2-3-4 Step L on L foot, Touch R toe next to L foot, Point R to R, Touch R to next L

5-6-7-8 Walk R, Walk L, Walk R, Point L to L

#### \*SEC 3 : \*BACK- BACK-BACK- POINT - RIGHT ¼ TURNING JAZZ BOX\*

1-2-3-4 Step Back L, Step Back R, Step Back L, Point R to R

5-6-7-8 Cross Right Over Left, Step back Left, ¼ turn right stepping Side Right, Step Forward Left

#### \*SEC 4 : FORWARD DIAGONAL RL - RIGHT ¼ TURN RIGHT - SIDE TOUCH RL\*

1-2-3-4 (Facing Left Diagonal) Step R to Right Diagonal, Step L Next to R, Step L to Left (facing right diagonal), Step R next to L

5-6-7-8 Right ¼ Turn Right Step Side R, Touch L next to R, Step L to left Side, Touch R next To L

#### \*SEC 5 : STOMP IN PLACE R-L-R-L\*

1-4 RF stomp up next to L, LF stomp up next to R, RF stomp up next to L, LF stomp up next to R

### \*PART B 32 Count\*

#### \*SEC 1 : \*RIGHT ¼ TURNING JAZZ BOX X2\*

1-8 Cross Right Over Left, Step Back Left, ¼ turn right stepping side right, Step Forward left

#### \*SEC 2 : \*RIGHT ¼ TURNING JAZZ BOX X2\*

9-16 Cross Right Over Left, Step Back Left, ¼ turn right stepping side right, Step Forward left

#### \*SEC 3 : WALK, WALK - LEFT ½ TURNING PIVOT X2\*

1-2-3-4 Walk R, Walk L, Forward R, Left ½ turn Left in place L

5-6-7-8 Walk R, Walk L, Forward R, Left ½ turn Left in place L

#### \*SEC 4 : SIDE, TOUCH, SIDE, TOUCH\*

1-2-3-4 Step R to Right Side, Touch L next To R, Step L to Left side, Touch R next to L

5-6-7-8 RF stomp up next to L, LF stomp up next to R, RF stomp up next to L, LF stomp up next to R,

On wall 3 after Part A count of 12, start part B

On wall 6 after Part A count of 12, start part B

\*Restart part A on Wall 7 After 32 count