

# Boogie Woogie



Choreographed by: Patricia E Stott (Nov 07)  
Music: **Boogie Woogie Bugle Boy** by **Marie Osmond**  
Type: 4 wall, 48 counts  
Level: Beginner

NOTES: 16 beat count in from main beat (14 seconds).  
Dedicated to LJ's Stompers (Seacroft, Hemsby Nov 2007)

## **SIDE, TOGETHER, SIDE, TOGETHER, SWIVEL HEELS, HOLD, REPEAT STEPS TO LEFT**

1 – 4 Step right to right, close left to right, step right to right, close left to right.  
5 – 8 Swivel heels – right, left, right, hold.

1 – 4 Step left to left, close right to left, step left to left, close right to left.  
5 – 8 Swivel heels – left, right, left, hold.

*For added style: When dancing steps 1 – 4 in both sections move push from side to side i.e. step to right push hips left, close left to right – hips to right.*

## **CHARLESTON, STEP HOLD AND CLAP, ½ TURN LEFT, HOLD AND CLAP, STEP, HOLD AND CLAP, ¼ TURN, HOLD AND CLAP**

1 – 8 Step forward on right, swing left round from back to front, point left toe forward, swing left foot round from front to back, step back on left, swing right foot from front to back, point right toe to back, hold.

1 – 4 Step forward on right, hold and clap, ½ turn left transferring weight to left, hold and clap.

5 – 8 Step forward on right, hold and clap, ¼ turn left transferring weight to left, hold and clap.

## **JUMP FORWARD, HOLD AND PUSH PALMS FORWARD, JUMP BACK, HOLD AND TAKE HANDS DOWN, BOOGIE WALKS FORWARD, ¼ MONTEREY TURN, ¼ MONTEREY TURN**

&1 – 2 Jump forward onto right, step left to left, hold and push palms forward.

&3 – 4 Jump back onto right, step left to left, hold and bring arms down.

5 – 8 Stepping forward on balls of feet with a swivelling action – right, left, right, left.

*Hands out to the sides shaking fingers gradually taking them up to shoulder level.*

1 – 4 Point right toe to right, ¼ turn right closing right to left, point left to left, close left to right.

5 – 8 Point right toe to right, ¼ turn right closing right to left, point left to left, close left to right.

Start again!