Tailor Made Boogie!

Level: High Beginner / Improver

Count:32Wall: 4Level:HChoreographer:Yvonne Kostorz (DE) - June 2024Image: Tailor Made Woman - Tennessee Ernie Ford or:Image: The Shape I'm In - Shakin' Stevens or:Image: Lipstick, Powder and Paint - Shakin' Stevens

Alternate Musik: The Shape I'm In (2.12) – Shakin Stevens Lipstick, Powder and Paint (2.44) -Shakin Stevens (slower) and other more....

Intro: 32 Counts (ca.10 Sec) -- Start with the singing

Point-Touch, Step-Touch (moving all the time a little bit fw)

- 1 2 Point RF to R,touch RF next to LF
- 3 4 RF fw to R , Touch LF next to RF
- 5 6 Point LF to L, touch LF next to RF
- 7 8 Step LF, touch RF next to LF

Step-Touch (moving fw and bw with turns), Step-Close-Step (1/2 to R)

- 1 2 RF side to R, Touch LF to RF (max. 1/4 Turn to L)
- 3 4 LF side to L, Touch RF next to LF (max. 1/4 Turn to R)
- 567 (8) RF side to R (1/4 Turn R), LF close to RF, RF fw (1/4 Turn to R),(Hold) (06.00)

Step-touch (moving fw and bw with turns), Step-Close-Step (1/2 to R)

- 1 2 LF side to L(max. 1/4 Turn to R), Touch RF next to LF
- 3 4 RF side to R, Touch LF next to RF (max. 1/4 turn to L)
- 567 (8) LF side to L (1/4 Turn to L), RF close to LF, LF fw (1/4 turn L), (hold)(12:00)

Step-Turn-cross (1/4 to L), Vine to L-Touch

- 123 (4) RF fw, recover to LF (1/4 Turn to L), RF cross LF, (Hold)
- 5678 LF side to L, RF behind LF LF side to L, RF touch next to LF (09.00)

Repeat the dance!

Outro: 16 Counts (after Wall 12 facing 12.00):

- 1. Dance 8 Counts of Section 1
- 2. Dance 4 Counts of section 2- RF cross LF instead of Touch at count 4 Full Turn to Right (Pose)

If you want to have more time fort the ending Turn, RF cross directly after Section 1.

Options:

Section 2/3 (Count 1-4): The 2 Step-Touch can dance with more ore less turning degrees You can clap your Hands at Count 2 and 4. Be sure to have enough dance-practice with slower music before dancing to this fast music.

Enjoy and have fun!

Contact: service@tanzschule-kostorz.de

Last Update: 8 Mar 2025



