# I Need A Margarita

#### JOJO Team (Joke Moses & John Warnars) Choreography: Type of dance: 2 Wall Line Dance Level High improver Counting : 32 Intro 16 Count. : 2 Restart in the 5 and 10<sup>the</sup> wall Info : "I need a Margarita" by Clay Walker Music :

#### Across step, Hold, & Ball, Side step, Rock back, Recover, ½ Shuffle Turn L;

1	RF	Step crossed over LF
2		Hold
&	LF	Step on ball, slightly left side
3	RF	Step crossed over LF
4	LF	Step left side
5	RF	Rock to back
6	LF	Weight back
7	RF	<sup>1</sup> / <sub>4</sub> turn left, step right side [9]
&	LF	Step/close next to RF
8	RF	<sup>1</sup> / <sub>4</sub> turn left, step behind [6]

#### Rock back, Recover, ½ Shuffle Turn R, Step back, Toe Tap (across), Step Fwd, Point R;

- 1 LF Rock to back
- 2 RF Weight back
- 3 LF <sup>1</sup>/<sub>4</sub> turn right, step left side [9]
- & RF Step/close next to LF
- 4 LF <sup>1</sup>/<sub>4</sub> turn right, step behind [12]
- 5 RF Step behind
- 6 LF Flip with toe crossed over RF
- 7 LF Step for
- 8 RF Tap with toe right side \**Restartpunt in de 5de muur*

### Cross Rock, Recover, Chassé ¼ R, Step

#### fwd, 1/2 Pivot R, 1/4 R Chassé;

- 1 RF Rock crossed over LV
- 2 LF weight back
- 3 RF Step right side
- & LF step/close next RV
- 4 RF  $\frac{1}{4}$  turn right, step for [3]
- 5 LF Step for
- 6 R+L  $\frac{1}{2}$  turn clockwise [9]
- 7 LF <sup>1</sup>/<sub>4</sub> rotate right, step left side [12]
- & RF step/close next to LF
- 8 LF Step left side

#### \* \*Restartpunt in de 10de muur

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#### Cross behind, ¼ L fwd, Shuffle, Rock fwd, Recover, & Close, Step back,

#### <sup>1</sup>/<sub>4</sub> L Side Step;

- 1 RF Step crossed behind LF
- 2 LF <sup>1</sup>/<sub>4</sub> turn left, step for [9]
- 3 RF Step for
- & LF Step/close next to RF
- 4 RF Step for
- 5 LF Rock to for
- 6 RF Weight back
- & LF Step/close next to RF
- 7 RF Step behind
- 8 LF <sup>1</sup>/<sub>4</sub> turn left, step left side [6]
- 1 RF Start Again

#### 2 Restarts Physician in the 5 and 10<sup>the</sup> wall;

\* Restart 1 in the 5<sup>the</sup> wall after count 8 of 2<sup>the</sup> block

\* \* Restart 2 in the 10<sup>the</sup> wall after count 8 of 3<sup>the</sup> block. (here are 8 count no music)