## I Need A Margarita

Choreography: JOJO Team (Joke Moses & John Wade) April 2019

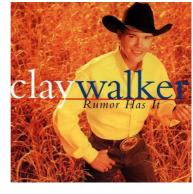
Type of dance: 2 Wall Line Dance Level: High improver Counting: 32-Intro 16 Count.

Info : 2 Restart in the 5 and 10<sup>the</sup> wall. (See description)

Music : Clay Walker-I need a Margarita.

Website : www.theflyingbirdscountrydancers.com / www.linedancerjohnn.eu

Email : jbcmozes@home.nl / johnwarnars@gmail.com



www.country-stafke.be

#### 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 ¼ 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 back2 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 ½ 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

\* Restart in the 5<sup>the</sup> wall, after Tel 8 \*

# Cross Rock, Recover, Chassé ¼ R, Step fwd, ½ Pivot R, ¼ R Chassé;

1 RF Rock crossed over LV

2 LF weight back

3 RF Step right side

& LF step/close next RV

4 RF <sup>1</sup>/<sub>4</sub> turn right, step for [3]

5 LF Step for

6 R+L ½ 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

\* \* Restart in the 10<sup>the</sup> wall, after Tel 8 \* \*

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

1/4 L Side Step;

1 RF Step crossed behind LF 2 LF ½ 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 Rest 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>

\* 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)