

# I Need You: Jon Batiste

Chore: Barb Guenette bguenette@shaw.ca

Level: EZ Lead: Left foot Wait: 16 counts

<b>Part A</b>	1 Rocking Chair 1/4 L	(4)	<b>Break</b>	1 Brushover Vine	(8)
	1 Joey	(4)		2 Flatlander	(8)
	1 Push 3/4 R	(4)		1 Brushover Vine	(8)
	2 Boogie Basic	(4)			
	<b>REPEAT</b>		<b>Part A</b>	1 Rocking Chair 1/4 L	(4)
	1 Step Down	(8)		1 Joey	(4)
<b>Part B</b>	1 Got to Get (on left)	(8)		1 Push 3/4 R	(4)
	2 Karate 1/2 R ea	(8)		2 Boogie Basic	(4)
	1 Got to Get (on right)	(8)		<b>REPEAT</b>	
				1 Step Down	(8)
<b>Part C</b>	1 Clogover Loop 1/4 R	(4)	<b>End</b>	2 Swing Basic 1/4 L ea	(16)
	1 Rock Double	(4)		1 Step Down Karate 1/2 L	(8)
	<b>REPEAT</b>			1 Step Down	(8)
	1 Run 4 FWD, Drag & Skip			1 Step	(1)
	1/2 R	(8)			
<b>Part A</b>	1 Rocking Chair 1/4 L	(4)			
	1 Joey	(4)			
	1 Push 3/4 R	(4)			
	2 Boogie Basic	(4)			
	<b>REPEAT</b>				
	1 Step Down	(8)			
<b>Part B</b>	1 Got to Get (left)	(8)			
	2 Karate 1/2 R ea	(8)			
	1 Got to Get (right)	(8)			
<b>Part C</b>	1 Clogover Loop 1/4 R	(4)			
	1 Rock Double	(4)			
	<b>REPEAT</b>				
	1 Run 4 FWD, Drag & Skip				
	1/2 R	(8)			

# I Need You – Step Breakdown

<b>ROCKING CHAIR (4) (turn as cued on Brush) (aka Forward &amp; Back)</b>															
DS	BRUSH	L/C	DS	BS											
L	R	R/L	R	LR											
&1	&	2	&3	&4											
<b>JOEY (4)</b>															
DS	BALL(xib)	BALL(ots)	BALL(fwd)	BALL(xib)	BALL(ots)	STEP									
L	R	L	R	L	R	L									
&1	&	2	&	3	&	4									
<b>PUSH (4) (aka Push Off)</b>															
DS(ots)	BALL	STEP(ots)	BALL	STEP(ots)	BALL	STEP(ots)									
L	R	L	R	L	R	L									
&1	&	2	&	3	&	4									
<b>BOOGIE BASIC (2) (aka Rock Step)</b>															
DS	BALL(xib)	STEP(xif)													
L	R	L													
&1	&	2													
<b>STEP DOWN (8) (aka Neutron)</b>															
STEP	STEP	DS	DS	DS	RS	DS	RS								
L	R	L	R	L	RL	R	LR								
1	2	&3	&4	&5	&6	&7	&8								
<b>GOT TO GET (8)</b>															
[p]	STEP(1/4 L)	[p]	Tch	[p]	Kick	[p]	STEP(1/2R)	[p]	Tch	[p]	Kick	[p]	STEP(1/4 L)	[p]	Tch
	L		R		R		R		L		L		L		R
&	1	&	2	&	3	&	4	&	5	&	6	&	7	&	8
<b>KARATE (4) (turning 1/2) (aka Karate Turn)</b>															
DS(1/4 L)	KICK(ots)	PIVOT/PULL(1/4 L)	STEP	KICK(f)	L/C										
L	R	L/R	R	L	L/R										
&1	&	2	&3	&	4										
<b>CLOGOVER LOOP (4) *turn as cued (aka Loop Vine)</b>															
DS(ots)	DS(xif)	DS(ots)	*LOOP(xib)	STEP											
L	R	L	R	R											
&1	&2	&3	&	4											
<b>ROCK DOUBLE (4)</b>															
RS	DS	DS	RS												
L/R	L	R	RL												
&1	&2	&3	&4												
<b>RUN 4 FWD, DRAG &amp; SKIP (8) *start turn</b>															
DS(fwd)	DS(fwd)	DS(fwd)	DS(xif)	*DRAG	STEP(b)	DRAG	STEP(b)	SLIDE(fwd)	STEP	SLIDE(fwd)	STEP				
L	R	L	R	R	L	L	R	R	L	L	R				
&1	&2	&3	&4	&	5	&	6	&	7	&	8				
<b>BRUSHOVER VINE (8)</b>															
DS	BRUSH(xif)	L/C	DS(xif)	TCH(xib)	CLICK	DS	DS(xib)	DS(ots)	RS						
L	R	R/L	R	L	R	L	R	L	RL						
&1	&	2	&3	&	4	&5	&6	&7	&8						
<b>FLATLANDER (4) (aka Hard Step)</b>															
DT(b face diag R)	CLICK	BRUSH(f)	L/C	DS(face front)	BS										
L	R	L	L/R	L	RL										
&	1	&	2	&3	&4										
<b>SWING BASIC (8)</b>															
DS	BS	KICK(xif)	STEP(xif)	BS	KICK(xif)	STEP(xif)	BS	DS	BS						
L	RL	R	R	LR	L	L	RL	R	LR						
&1	&2	&	3	&4	&	5	&6	&7	&8						
<b>STEP DOWN KARATE (8) (aka Neutron Karate)</b>															
STEP	STEP	DS	DS	DS(1/4 L)	KICK(ots)	PIVOT/PULL(1/4 L)	STEP	KICK(f)	L/C						
L	R	L	R	L	R	L/R	R	L	L/R						
1	2	&3	&4	&5	&	6	&7	&	8						