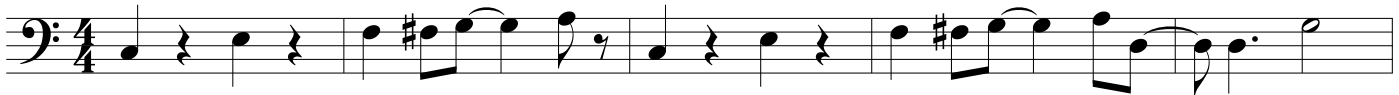


Johnson Rag

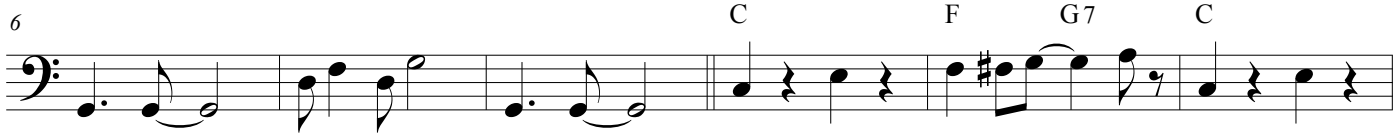
(Bass, Keyboard, and Drums.

Bass and Keyboard - Play notes as written in unison)

F
Keyboard



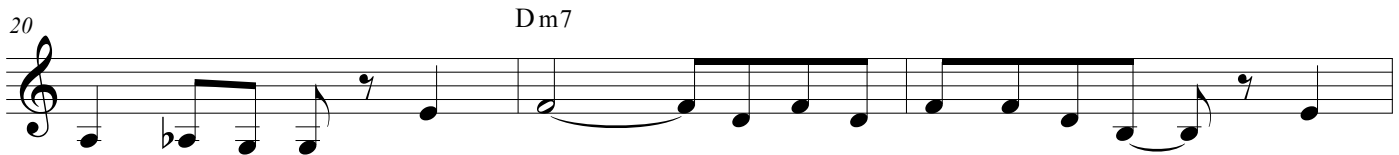
(Bass continues as written - keyboard add chords)



(F) Hep



hep, _____ there goes the John-son rag, hey hey, _____ there goes the
jump, _____ don't let your left foot drag, jeep jeep, _____ it's like a



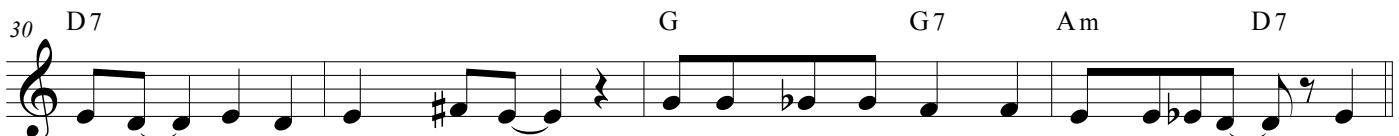
lat - est shag. Ho ho, _____ it real-ly is - n't a gag, hep
game of tag. Juke juke, _____ it's ev - en good for a stag, jump



hep, _____ there goes the John - son rag. Jump John - son rag.
jump, _____ and do the



If you're feel-in' in the groove, it sends you out of the world. _____



Fun-ny _____ how it makes you move. I don't want to coax, but don't be a "mokesZig

34 C

zag, _____ then add a zig zig zag, zoop zoop, _____ just let your

37 Dm7

shoul - ders wag. Zoom zoom, _____ and now it's right in the bag, get

40 A°7 C

hep and get hap - py with the John - son rag. _____

(Keyboard)

42 C C#

46 D Eb Bb7

(Sax adlib)

50 Eb6 Ab7

56 Eb6 Bb7 1. Eb6

62 2. Eb6 C°7 G E°7 G7

Hep

66 C

hep, — there goes the John-son rag, hey hey, — there goes the
zag, — then and a zig zig zag, zoop zoop, — just let your

69 Dm7

lat - est shag. Ho ho, — it real - ly is - n't a gag, hep
shoul - ders wag. Zoom zoom — and now it's right in the bag, get

72 1. A°7 C

hep, — there goes the John - son rag. — Zig

74 2. A°7 C

hep and get hap - py with the John - son rag. — It's

76 Dm7 Eb°7 C/E A7

fun - ny how you just want to move — when you

78 D7 G7 C (Sax)

do the John - son rag. —

80 C A°7 Dm7 A7 D7 G7 C G C