

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 Johnson rag, hey

jump, don't let your left foot drag, jeep hey, there goes the

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

1.	2.
A°7	C
	A°7
	C

hep, there goes the John - son rag. Jump John - son rag.

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 zig, zoop zoop, just let your

37 D m7

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. __

42 C (Keyboard)

C (Keyboard)

46 D E♭ B♭7

D E♭ B♭7

50 (Sax adlib) E♭6 A♭7

(Sax adlib) E♭6 A♭7

56 E♭6 B♭7 1. E♭6

E♭6 B♭7 1. E♭6

62 2. E♭6 C°7 G E°7 G 7

2. E♭6 C°7 G E°7 G 7

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 E♭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