Johnson Rag

M
Keyboard

(Bass, Keyboard, and Drums.
Bass and Keyboard - Play notes as written in unison)
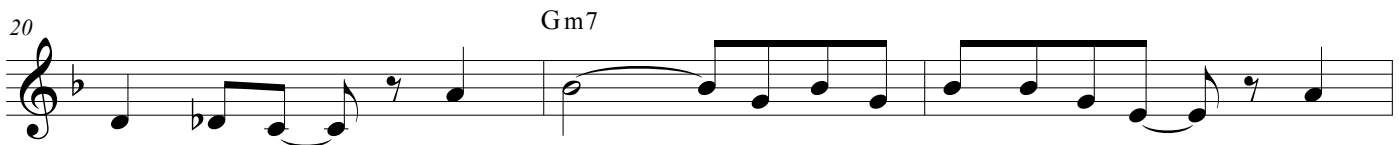
(Bass continues as written - keyboard add chords)
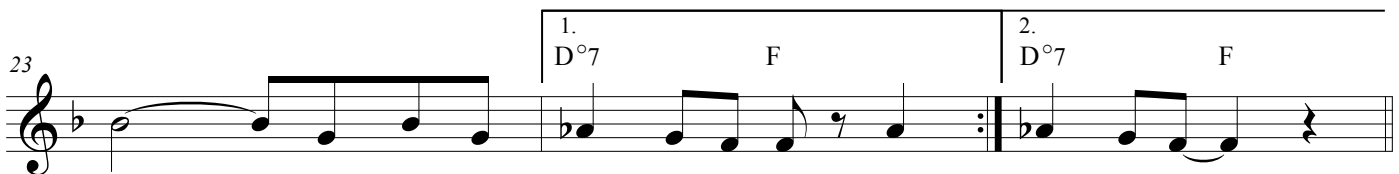
F   B♭   C7   F

B♭   C7   Gm7   C7   Gm7   C7   F

(F) Hep

F

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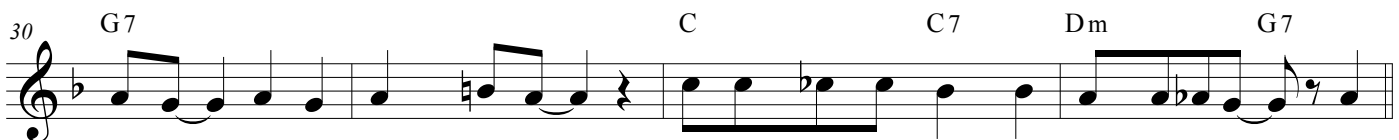jump,_____ don't let your left foot drag,   jeep   jeep,_____ it's like a

Gm7

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

1.
D°7   F

2.
D°7   F

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

Cm7

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

G7   C   C7   Dm   G7

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

F

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

Gm7

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

D°7　　　**F**

hep　　and　get　hap‑py　with　the　John‑son　rag.＿

(Keyboard)
F　　　　　　　　　　　　　　**F♯**

G　　　　　　　　　　**A♭**　　　　　**E♭7**

(Sax adlib)
A♭6　　　　　　　　　　**D♭7**

A♭6　　　　　　　**E♭7**　　　　　　1.
　　　　　　　　　　　　　　　　　　A♭6

2.
A♭6　　　**F°7**　　　　　**C**　　**A°7**　　**C7**
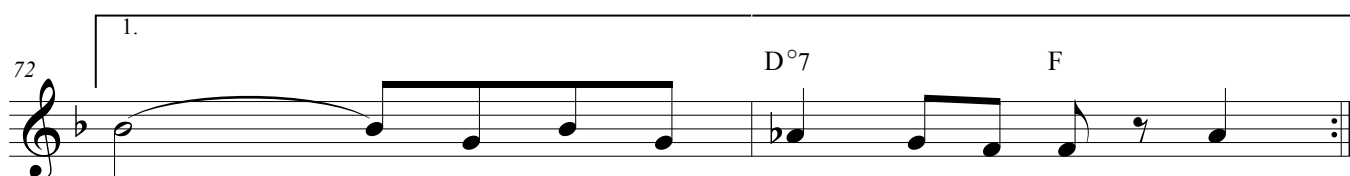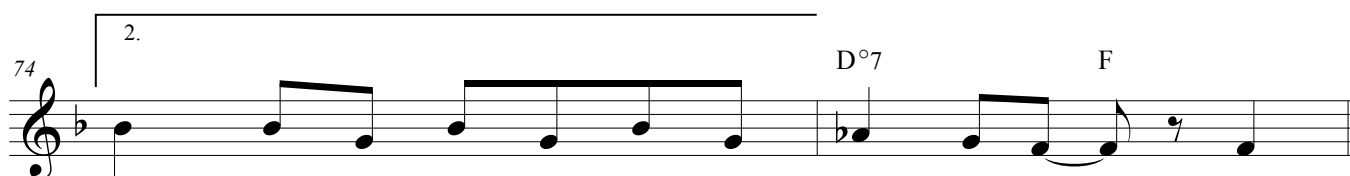
Hep

F

66

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

Gm7

69
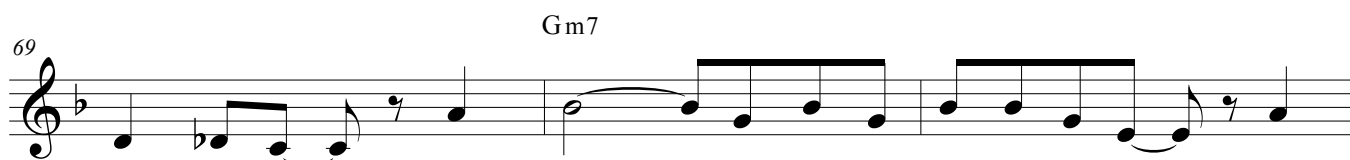
lat - est shag.   Ho   ho,___ it real - ly is - n't a gag,   hep
shoul-ders wag.   Zoom   zoom___ and now it's right in the bag,   get
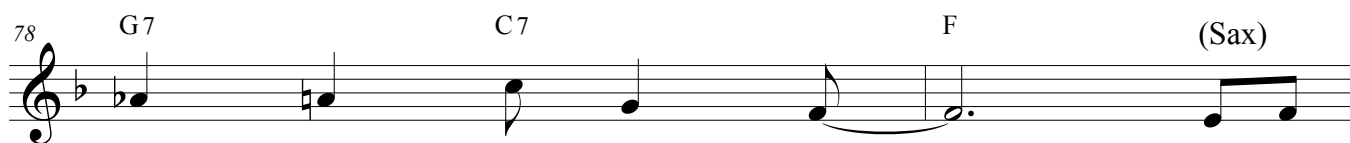
1.

72   D°7   F

hep,_____ there goes the John - son rag.___   Zig

2.

74   D°7   F

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

76   Gm7   A♭°7   F/A   D7

fun - ny   how   you   just   want   to   move__   when   you

78   G7   C7   F   (Sax)

do   the   John - son   rag._____

80 F   D°7   Gm7 D7   G7   C7   F C F