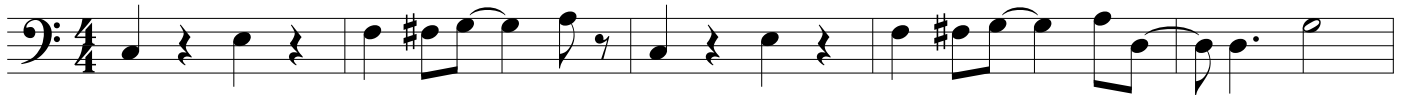


(Bass, Keyboard, and Drums.

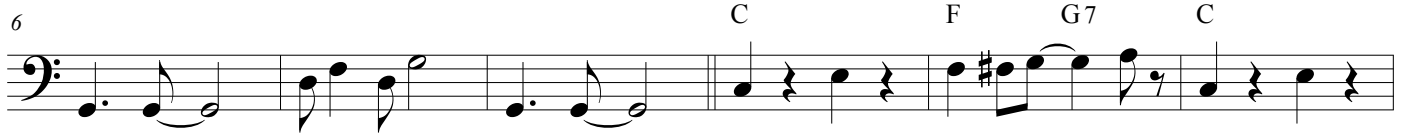
Keyboard

Johnson Rag

Bass and Keyboard - Play notes as written in unison)



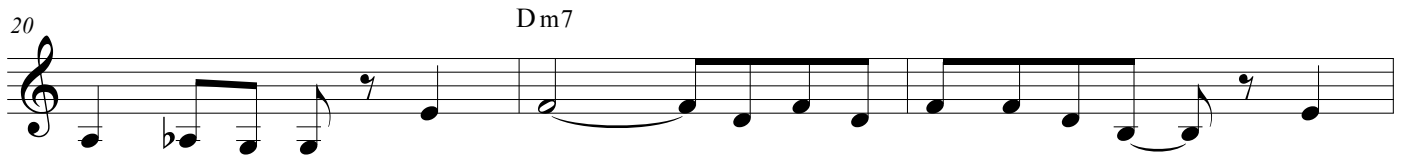
(Bass continues as written - keyboard add chords)



(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

66 C

hep, ___ there goes the John-son rag, hey hey, ___ there goes the
zag, ___ then and a 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