

Johnson Rag

(Bass, Keyboard, and Drums.

Bass and Keyboard - Play notes as written in unison)

F

Alto Sax



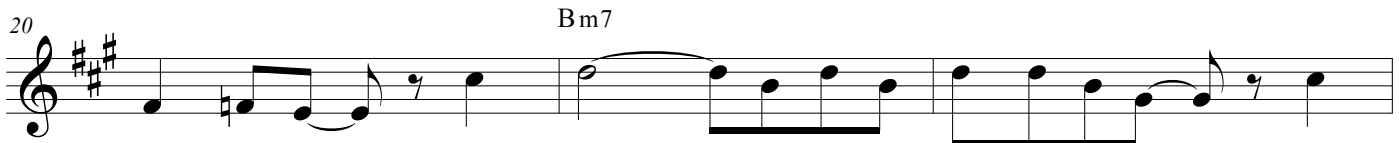
(Bass continues as written - keyboard add chords)



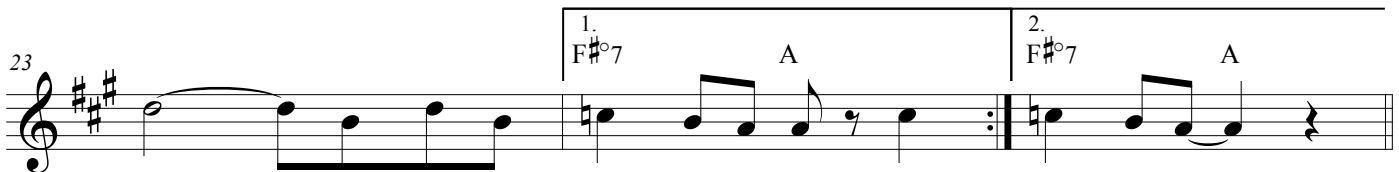
(F) Hep



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



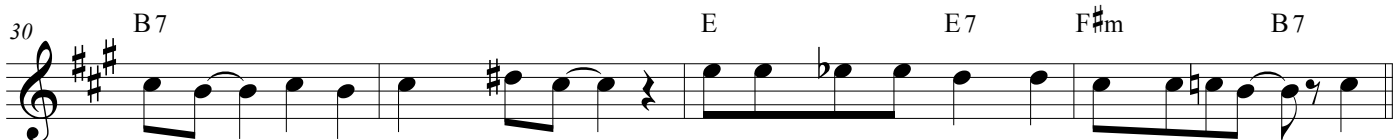
lat - est shag. Ho ho, ___ it real-ly is - n't a gag, hep
game of tag. Juke juke, ___ it's ev - en good for a stag, jump



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 "mokezig

34 **A**

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

37 **Bm7**

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

40 **F#°7** **A**

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

(Keyboard) **A** **A#**

46 **B** **C** **G7**

(Sax adlib) **C6** **F7**

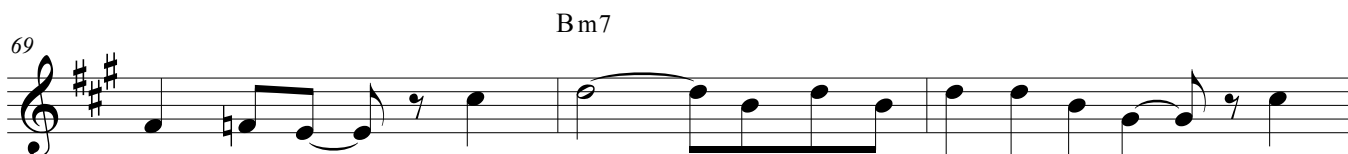
56 **C6** **G7** 1. **C6**

62 2. **C6** **A°7** **E** **C#°7** **E7**

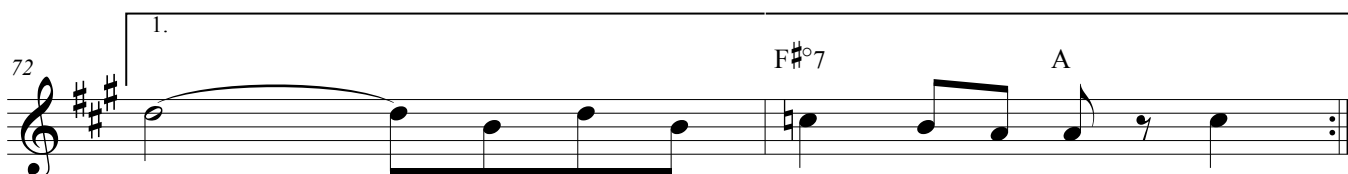
Hep



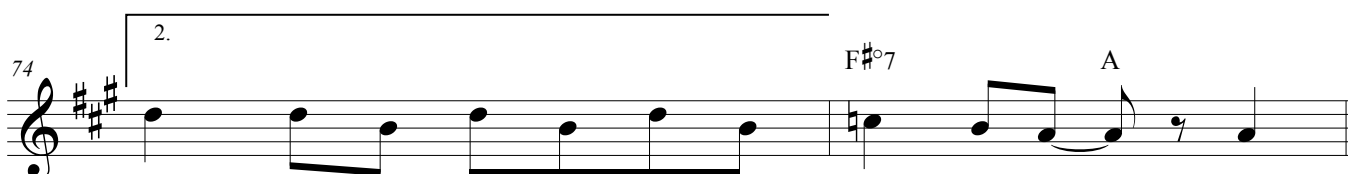
hep,___ there goes the John-son rag, hey hey,___ there goes the
zag,___ then and a zig zig zag, zoop zoop,___ just let your



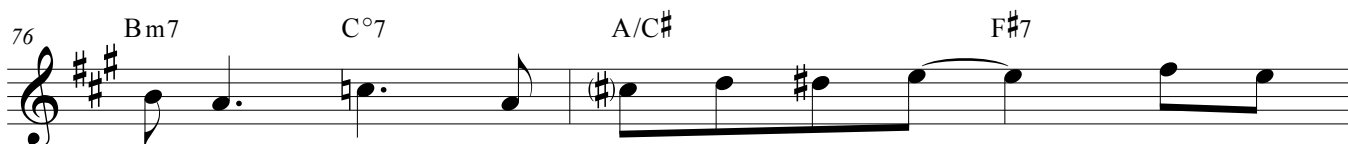
lat - est shag. Ho ho,___ it real - ly is - n't a gag, hep
shoul-ders wag. Zoom zoom___ and now it's right in the bag, get



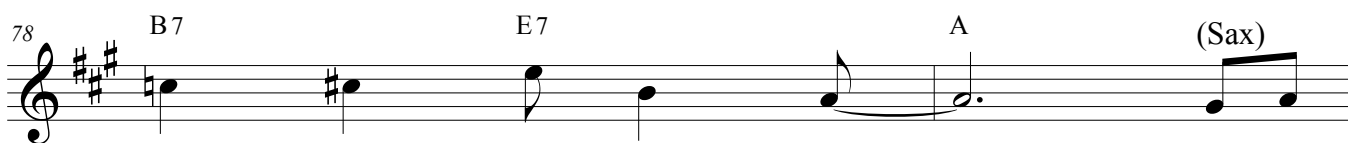
hep,___ there goes the John - son rag.___ Zig



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



fun - ny how you just want to move___ when you



do the John - son rag.____

