

Johnson Rag

(Bass, Keyboard, and Drums.)

Bass and Keyboard - Play notes as written in unison)

F

Keyboard

6

(Bass continues as written - keyboard add chords)

C F G7 C

12 F G7 Dm7 G7 Dm7 G7 C

(F) Hep

17 C

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

20 Dm7

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

23

1.	A°7	C	2.	A°7	C
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hep, _____ there goes the John - son rag. Jump John - son rag.
jump, _____ and do the

26 Gm7

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

30 D7 G G7 Am D7

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

2

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) C#

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