

Johnson Rag

(Bass, Keyboard, and Drums.

Bass and Keyboard - Play notes as written in unison)



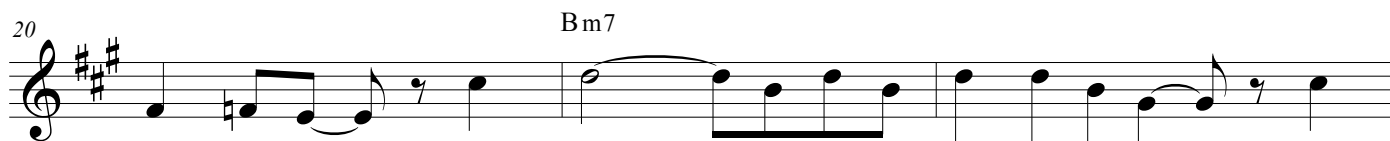
(Bass continues as written - keyboard add chords)



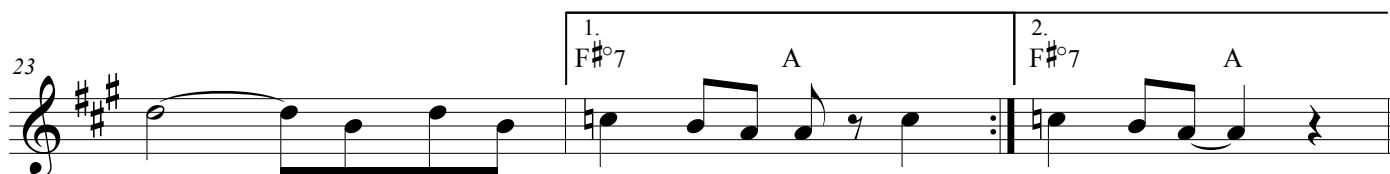
(F) Hep



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 "mokeziig

2

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)

42 A A#

46 B C G7

(Sax adlib)

50 C6 F7

56 C6 G7 1. C6

62 C6 A°7 E C#°7 E7

Hep

66 A

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 Bm7

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. F#°7 A

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

74 2. F#°7 A

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

76 Bm7 C°7 A/C# F#7

fun - ny how you just want to move___ when you

78 B7 E7 A (Sax)

do the John - son rag.____

80 A F#°7 Bm7 F#7 B7 E7 A E A