

NO SAX

## Jailhouse Rock

F

Keyboard

C#7 D7 C#7 D7 C#7

The

5 D7(#9) (Sustain chord) C#7

war - den threw a par - ty in the coun - ty jail. The  
Spi - der Mur - phy played the ten - or sax - o - phone.  
Num - ber For - ty - sev - en said to Num - ber Three,

7 D7(#9) (Sustain chord) C#7

pris - on band was there and they be - gan to wail. The  
Lit - tle Joe was blow - in' on the slide trom - bone. The  
"You're the cute - est jail - bird I ev - er did see. I

9 D7(#9) (Sustain chord) C#7

band was jump - in' and the joint be - gan to swing. You  
drum - mer boy from Ill - i - nois went crash boom, bang. The  
sure would be de - light - ed with your com - pa - ny. Come

11 D7(#9) (Sustain chord)

should - 've heard those knock - out jail birds sing. Let's  
whole rhy - thm sec - tion was the pur - ple gang.  
on and do the Jail - house Rock with me.

13 G7 (Swing) D7

rock! Ev - 'ry - bod - y let's rock! Ev - 'ry -

17 A7 A7sus G7

bod - y in the whole cell block was a

19 D7(#9) G7

dan - cin' to the Jail - house Rock! Rock!

1, 2. D7 C#7 3. D7

2 (Keyboard/Guitar adlib)

22 G D A7 G7 D C#7

30 D7(#9) (Sustain chord) C#7

Sad sack was sit - tin' on a block of stone, way  
Shift - y Hen - ry said to Bugs, "For heav - en's sake."

32 D7(#9) (Sustain chord) C#7

o - ver in the cor - ner weep - ing to all a - lone. The  
No - one's look - in'. Now's our chance to make a break."

34 D7(#9) (Sustain chord) C#7

war - den said, "Hey, bud - dy, don't you be no square. If you  
Bug - sy turned to Shif - ty and he said, "Nix, nix!\_" I

36 D7(#9) (Sustain chord)

can't find a part - ner use a wood - en chair! Let's  
wan - na stick a - round a while and get my kicks.

38 G7 (Swing) D7

rock! Ev - 'ry - bod - y let's rock! Ev - 'ry -

42 A7 A7sus G7 D7(#9) G7

bod - y in the whole cell block was a dan - cin' to the Jail - house

45 1. D7 C#7 2. D7 C#7 D7(#9) G7 D7 C#7

Rock! Rock! dan - cin' to the Jail - house Rock!

49 D7(#9) G7 D7 C#7 D7(#9) G7 D7

dan - cin' to the Jail - house Rock! dan - cin' to the Jail - house Rock!