

Johnson Rag

Keyboard

(Bass, Keyboard, and Drums.)

Bass and Keyboard - Play notes as written in unison)

6 (Bass continues as written - keyboard add chords)

12 E♭ F7 Cm7 F7 Cm7 F7 B♭

17 B♭ (F) Hep

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 Cm7

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

23 1. G°7 B♭ 2. G°7 B♭

hep, ____ there goes the John - son rag. Jump John - son rag. jump, ____ and do the

26 Fm7

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

30 C7 F F7 Gm C7

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

34 B♭

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

37 Cm7

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

40 G°7 B♭

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

(Keyboard)

42 B♭

46 C D♭

(Sax adlib)

50 D♭6 G♭7

56 D♭6 A♭7 1. D♭6

62 2. D♭6 B♭°7 F D°7 F7 Hep

66 B♭

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 Cm7

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. G°7 B♭

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

74 2. G°7 B♭

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

76 Cm7 D♭°7 B♭/D G7

fun - ny how you just want to move — when you

78 C7 F7 B♭ (Sax)

do the John - son rag. —

80 B♭ G°7 Cm7 G7 C7 F7 B♭ F B♭