

Johnson Rag

M
Keyboard

(Bass, Keyboard, and Drums.

Bass and Keyboard - Play notes as written in unison)



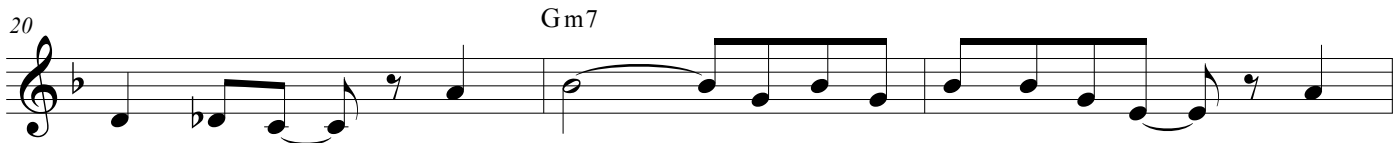
(Bass continues as written - keyboard add chords)



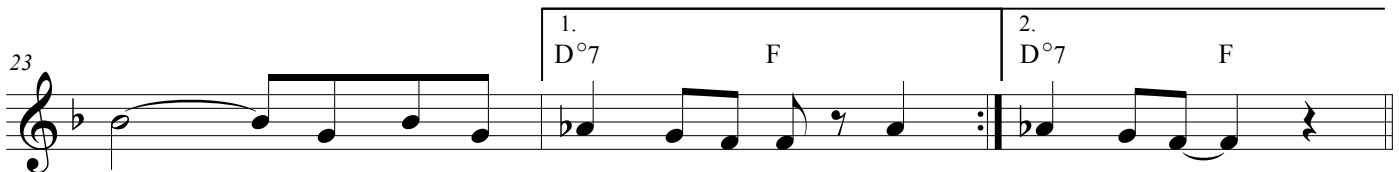
(F) Hep



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



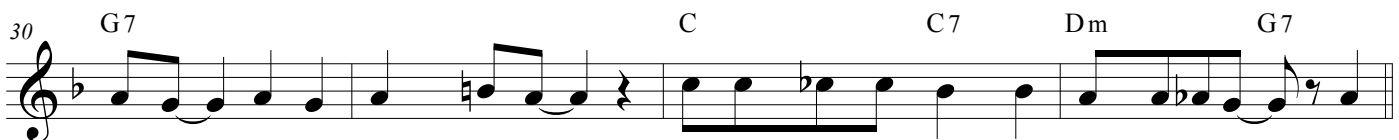
lat - est shag. Ho ho, ___ it real-ly is - n't a gag, hep
game of tag. Juke juke, ___ it's ev - en good for a stag, jump



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 "mokesZig

2

34 F

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

37 Gm7

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

40 D°7 F

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

(Keyboard)
42 F F#

46 G Ab Eb7

(Sax adlib)
50 Ab6 Db7

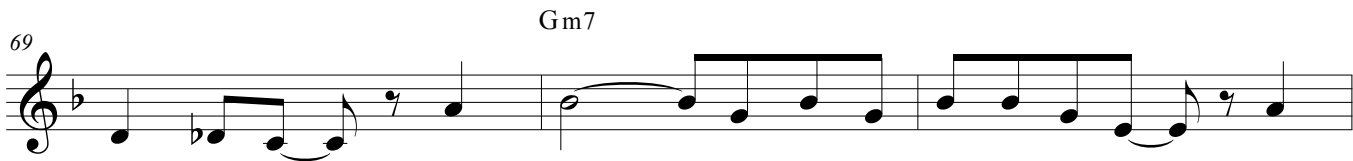
56 Ab6 Eb7 1. Ab6

62 2. Ab6 F°7 C A°7 C7

Hep



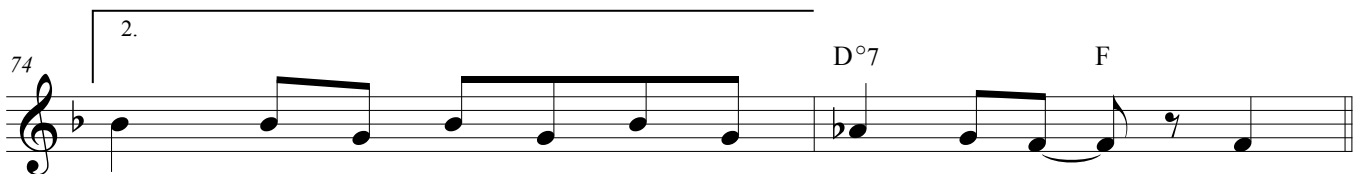
hep, ___ there goes the John-son rag, hey hey, ___ there goes the
zag, ___ then and a zig zag, zoop zoop, ___ just let your



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



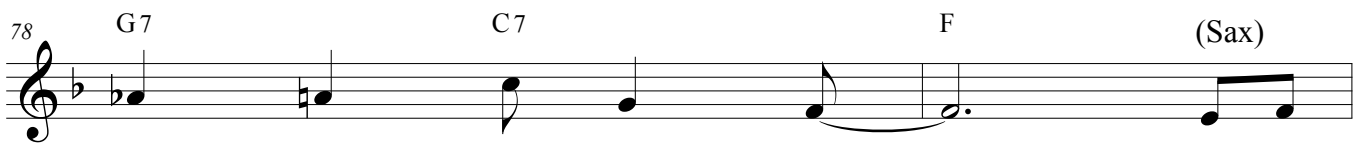
hep, ___ there goes the John - son rag. ___ Zig



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. ___

