

# SHAKE A TAILFEATHER

Words and Music by  
O HAYES, WILLIAMS and RICE

(♩ = 79)  
N.C.



N.C.






Well I heard a - bout the fel - la you been danc - ing with all



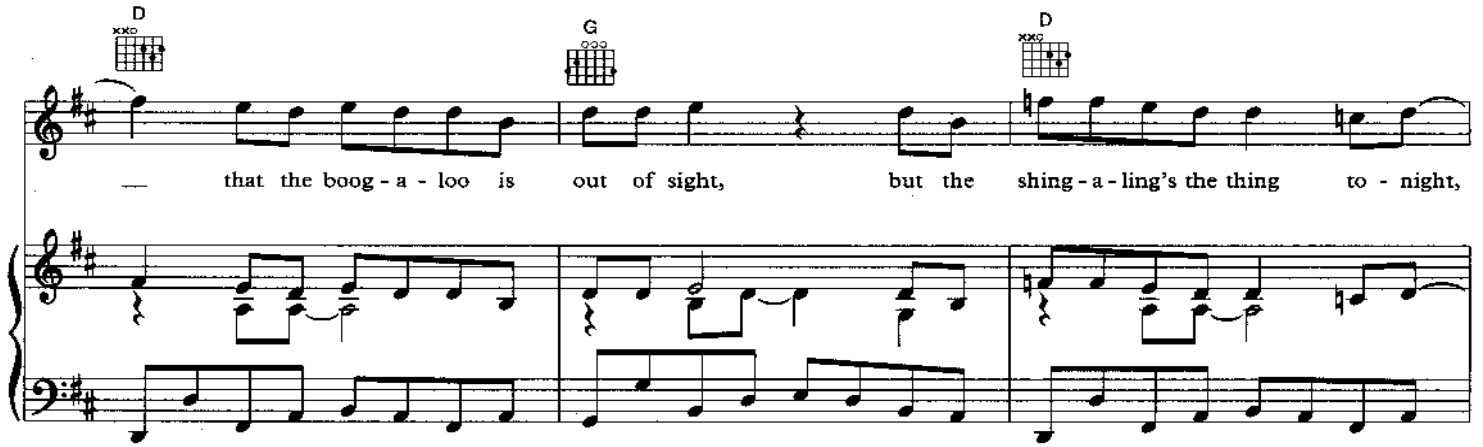
ov - er the neigh - bour - hood, so why didn't you ask me ba -






- by, did - n't you think I could. Well I know

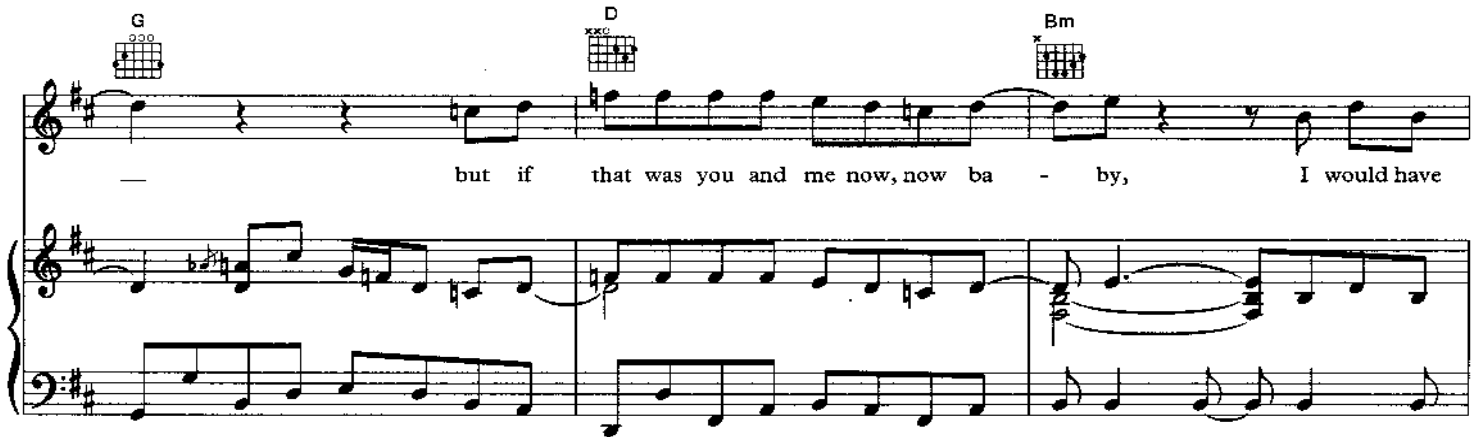
D  G  D 



— that the boog - a - loo is out of sight, but the shing - a - ling's the thing to - night,



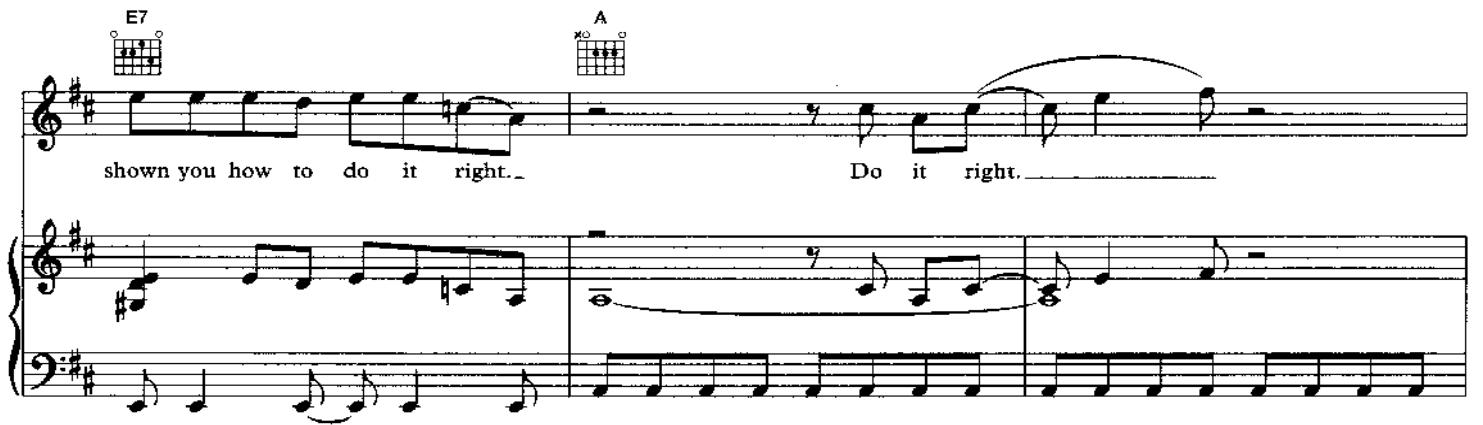
G  D  Bm 


— but if that was you and me now, now ba - by, I would have



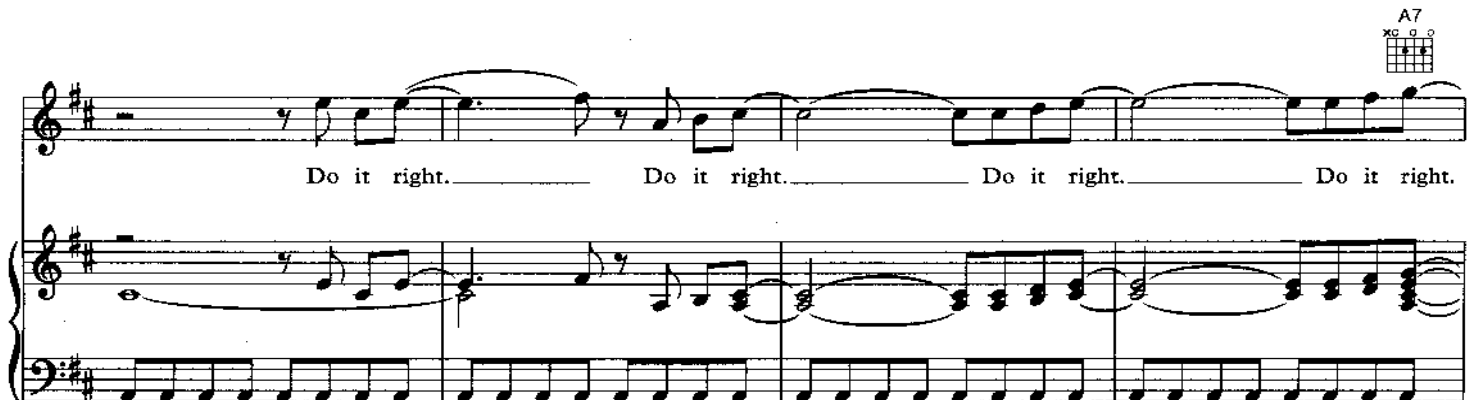
E7  A 

shown you how to do it right. Do it right.



A7 

Do it right. Do it right. Do it right. Do it right.





Ah

Musical notation for the first system, including vocal line and piano accompaniment.

D



G



D



Twist - in',

shake it shake it shake it shake it ba - by.

Musical notation for the second system, including vocal line and piano accompaniment.

A



G



D



Hey we gon-na loop de loop.

Shake it out

Musical notation for the third system, including vocal line and piano accompaniment.

G



A



ba - by.

Hey we gon-na loop de la.

Bend ov - er let me

Musical notation for the fourth system, including vocal line and piano accompaniment.

see you shake your tail - fea-ther, bend ov - er let me see you shake your tail - fea-ther.

Come on, — let me see you shake your tail - fea-ther, come on, — let me

A7  
x0 2 2 0

see you shake your tail - fea-ther. Ah — — — — — Come on, —

A  
x0 2 2 0

1. 2.

— — — — — come on ba - by, — — — — — come on, —

D  
x0 2 2 2

G7  
0 0 0 2

D  
x0 2 2 2

G7  
0 0 0 2

D G7 D G7

yeah come on babe, all right. Do the

D G7 D

twist, do the quack,  
duck, do the mon-key,  
- ta - to, what a-bout the boog - a - loo,

G7 D G7

do the swim, and do the  
wa - tu - si, what a - bout the  
the phon-ey mo-ron - ey, come on let's do the

D G7 A

bird. Well do the Ah  
food, do the mashed po-  
twist.

*play 3 times* *D. and fade*