

LIFT UP YOUR HANDS

Spiritual

SOPRANO 1

1



Praise ye the Lord all ye peop - le of the Lord which by night

SOPRANO 2

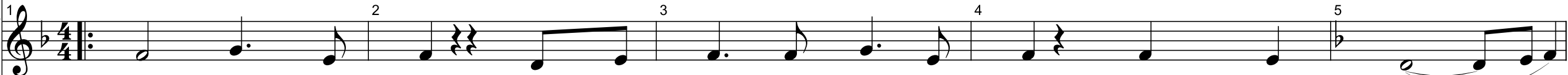
1



Praise ye the Lord all ye peop - le of the Lord which by night

ALTO

1



Praise ye the Lord all ye peop - le of the Lord which by night

TENOR

1



Praise ye the Lord all ye peop - le of the Lord which by night

BASSE

1



Praise ye the Lord all ye peop - le of the Lord which by night

S1

6



stand in the house of the Lord. Praise ye the Lord all ye peop - le of the

S2

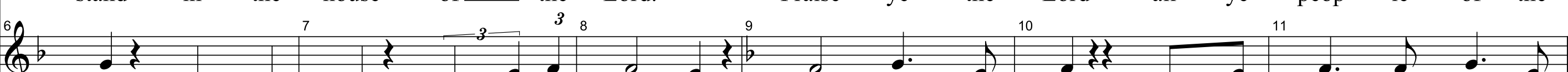
6



stand in the house of the Lord. Praise ye the Lord all ye peop - le of the

A

6



stand in the house of the Lord. Praise ye the Lord all ye peop - le of the

T

6



stand in the house of the Lord. Praise ye the Lord all ye peop - le of the

B

6



stand in the house of the Lord. Praise ye the Lord all ye peop - le of the

S1

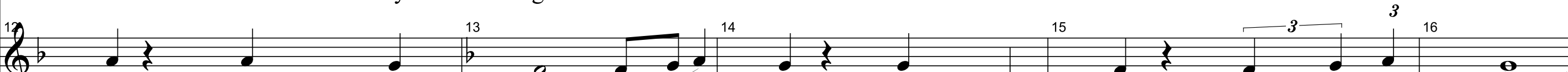
12



Lord which by night stand in the house of the Lord.

S2

12



Lord which by night stand in the house of the Lord.

A

12



Lord which by night stand in the house of the Lord.

T

12



Lord which by night stand in the house of the Lord.

B

12



Lord which by night stand in the house of the Lord.

The image displays a musical score for the hymn "Lift up your hands." It features five vocal parts: Soprano 1 (S1), Soprano 2 (S2), Alto (A), Tenor (T), and Bass (B). The score is written in G major (one sharp) and 4/4 time. The lyrics are "Lift up your hands, all ye people, Lift!" The score includes measures 17, 18, and 19. The vocal parts have lyrics underneath them, and the instrumental parts have lyrics underneath them. The score is written in a standard musical notation with a key signature of one sharp (F#) and a time signature of 4/4. The vocal parts are written in treble clef, and the instrumental parts are written in bass clef. The score includes a variety of musical notations, including notes, rests, and bar lines. The lyrics are written in a serif font, and the overall layout is clean and professional.

20 21 22

S1 Lift up your hands and praise the Lord! Lift up your hands

S2 Lift up your hands and praise the Lord! Lift up your hands

A Lift up your hands and praise the Lord! Lift up your hands

T 8 Lift up your hands,

B Lift up your hands,

The image displays a musical score for a choral piece. It features five vocal staves (S1, S2, A, T, B) and a piano accompaniment staff. The lyrics are "all ye peop - le Lift up your hands and praise the Lord!". The score includes measure numbers 23, 24, and 25, and ends with a "Fine" marking. The piano accompaniment is in the right hand, and the vocal parts are in the left hand. The tempo is marked "Allegretto".

Vocal Parts:

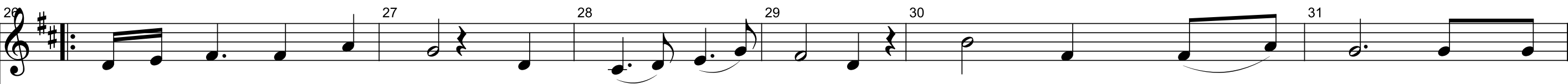
- S1:** all ye peop - le Lift up your hands and praise the Lord!
- S2:** all ye peop - le Lift up your hands and praise the Lord!
- A:** all ye peop - le Lift up your hands and praise the Lord!
- T:** Lift! praise the Lord!
- B:** Lift! praise the Lord!

Piano Accompaniment:

- Measure 23: C4 (quarter), D4 (quarter), E4 (quarter), F4 (quarter), G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter).
- Measure 24: C4 (quarter), D4 (quarter), E4 (quarter), F4 (quarter), G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter).
- Measure 25: C4 (quarter), D4 (quarter), E4 (quarter), F4 (quarter), G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter).

26

S1



The ___ Lord is my Light and my ___ sal - va - tion. Whom them shall I fear, shall I

26

S2



The ___ Lord is my Light and my ___ sal - va - tion. Whom them shall I fear, shall I

26

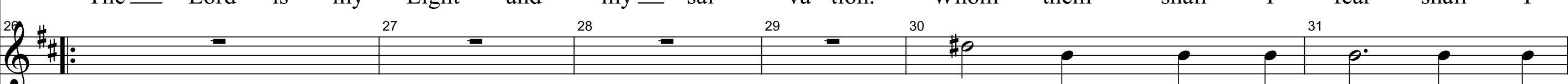
A



The ___ Lord is my Light and my ___ sal - va - tion. Whom them shall I fear shall I

26

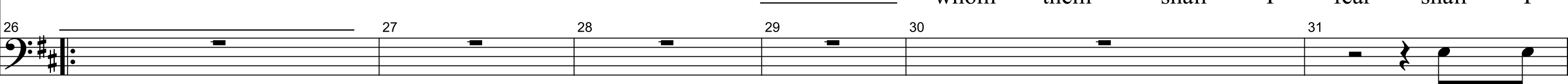
T



8
whom them shall I fear shall I

26

B



shall I

32

S1



Dal Segno  *Al Fine*

32

S2



be a - fraid. _____ fraid a - fraid a - fraid _____

32

A



be a - fraid. _____ fraid a - fraid a - fraid _____

32

T



8
be a - fraid. _____ fraid a - fraid a - fraid _____ Lift up your hands,

32

B



be a - fraid _____ fraid a - fraid a - fraid _____ Lift up your hands

3 / 3