

L&G - Lord, Be in Me

Composer

$\text{♩} = 90$

A musical score for five instruments: Oboe, Bass, Violins I, Violas, and Cellos. The score is in 3/4 time. Measure 1: Oboe plays a single note followed by eighth-note pairs. Bass rests. Violins I play eighth-note pairs. Violas rest. Cellos rest. Measure 2: Oboe plays a single note followed by eighth-note pairs. Bass rests. Violins I play eighth-note pairs. Violas play eighth-note pairs. Cellos rest. Measure 3: Oboe plays a single note followed by eighth-note pairs. Bass rests. Violins I play eighth-note pairs. Violas play eighth-note pairs. Cellos rest.

Oboe

Bass

Violins I

Violas

Cellos

$\text{♩} = 90$

A continuation of the musical score. Measure 4: Oboe plays a single note followed by eighth-note pairs. Bass rests. Violins I play eighth-note pairs. Violas play eighth-note pairs. Cellos rest. Measure 5: Oboe plays a single note followed by eighth-note pairs. Bass rests. Violins I play eighth-note pairs. Violas play eighth-note pairs. Cellos rest. Measure 6: Oboe plays a single note followed by eighth-note pairs. Bass rests. Violins I play eighth-note pairs. Violas play eighth-note pairs. Cellos rest.

Oboe

B.

Lord, Be in Me and in ev- ry thing I Do

Violins I

Violas

Cellos

7 8 9

Oboe
B.
Violins I
Violas
Cellos

Lord
be in my
head
and

10 11 12

Oboe
B.
Violins I
Violas
Cellos

in my un-der - stand - ing
Lord be in mine

13 14 15 16

Oboe

B.

eyes and in my look - ing Lord,

Violins I

Violas

Cellos

17 18 19 20 21

Oboe

B.

be in me let me be in thee

Violins I

Violas

Cellos

22 $\text{♩} = 90$

Oboe

B.

Violins I

Violas

Cellos

3

25 $\text{♩} = 90$

Oboe

B.

Violins I

Violas

Cellos

3

Lord be in my voice and in my speak - ing

26

27

28

Oboe

B.

Lord be mine now and

Violins I

Violas

Cellos

30

31

Oboe

B.

when I de - part Lord, be in my

Violins I

Violas

Cellos

32

33

34 35 36 37

Oboe

B.

heart and in my mind Lord,

Violins I

Violas

Cellos

38 39 40 41 42

Oboe

B.

be with me now and when I die

Violins I

Violas

Cellos