

I Know That My Redeemer Lives

Lead Sheet

from thehymnalproject.org

Text: Samuel Medley, 1738-1799

Tune: John C. Hatton, d. 1793

Arrangement: Peter Prochnow

Setting: Benje Daneman

Intro ♩=140

Aadd⁹ A/C# 1. A/D E 2. Dadd⁹

Setting 1

7 *f* A A/C# Dadd⁹ Esus A F#min Bmin⁷

1. I know that my Re - deem - er__ lives; What com-fort this sweet sen - tence
 2. He lives tri - um- phant from the__ grave; He lives e - ter - nal - ly to
 3. He lives to bless me__ with His__ love; He lives to plead for me a -
 4. He lives to grant me__ rich sup - ply; He lives to guide me with His

14 Esus A A/C# D

gives! He lives, He lives, who once was
 save; He lives all - glo - rious in the
 bove; He lives my hun - gry soul to
 eye; He lives to com - fort me when

To ENDING
last time



18 Esus A F#min Bmin¹¹ Esus

dead; He lives, my ev - er - liv - ing
 sky; He lives ex - alt - ed there on
 feed; He lives to help in time of
 faint; He lives to hear my soul's com -

Interlude

22 A A/C# Dadd⁹ D/E

head.
high.
need.
plaint.

I Know That My Redeemer Lives

2

Setting 2

26 D^2 $F\#min^7$ D^2 $Bmin^7$

33 Esus A/D $Bmin^7$

37 $Gadd^9$ $Aadd^9$ $F\#min^7$ $Bmin^{11}$ Esus

Interlude

41 A $A/C\#$ $Dadd^9$ D/E

Ending

45 A $A/C\#$ A/D E

49 $Aadd^9$ $A/C\#$ $Dadd^9$ $Aadd^9$

5. He lives to silence all my fears;
He lives to wipe away my tears;
He lives to calm my troubled heart;
He lives all blessings to impart.

7. He lives and grants me daily breath;
He lives, and I shall conquer death;
He lives my mansion to prepare;
He lives to bring me safely there.

6. He lives, my kind, wise, heav'nly friend;
He lives and loves me to the end;
He lives, and while He lives, I'll sing;
He lives, my Prophet, Priest, and King.

8. He lives, all glory to His name!
He lives, my Jesus, still the same;
Oh, the sweet joy this sentence gives:
I know that my Redeemer lives!

Note to Director: Settings 1 and 2 are optional and can be substituted at anytime within the song.
The song can be played in both settings. The intro and ending works with either.