

2 parts, any combination of voices

Here in the Kingdom

Shuffle ♩ = 135

by Jay Beech

Gm7 G7

Gm7 G7 C#7(+9) Dm7 Gm7 G7

Gm7 G7 C#7(+9)

mf

5

(All or Solo) If you want to be first,
(Group 1) If you want to know Christ,
(Group 1) If you want to have life,

When the line is formed,
Sit down with the child -
You will have to fol -

(Group 2 v.3 only) If you want to have life,

You will have to fol -

Dm7 Gm7 G7

Gm7 G7

B7

Cm7 C7

ing, step a-side for you neighbor,
ren, listen to all their secrets,
low, lay it down for the gospel,

Go to the back and wait.
That's where you'll find the Lord.
Take up the cross of Christ.

low, lay it down for the gospel,

Take up the cross of Christ.

Cm7 C7

Eb9

Eb7

Dm7 G7

13

If you want to be great, You must be a ser-
 (Group2) If you want to be wise, Learn to be like child
 'Cause in los-ing your life, then you'll tru-ly find

'Cause in los-ing your life, then you'll tru-ly find

C#7(+9) Dm7 Gm7 G7 Gm7 G7 B7 Cm7 C7

17

vant, though they may not de-serve it,
 ren, en-ter in to the king-dom,
 it, though the whole world de-nies it,

it, though the whole world de-nies it,

Cm7 C7 Eb9

20

stoop down and wash their feet. (Group1) Here, in the king-dom
 learn how to laugh a-gain.
 That's when your life be-gins.

That's when your life be-gins. (Group2) Here, in the king-dom

Eb7 Dm7 G(no3rd) Bm7(b5) C(no3rd) (add9) G/B

1st X all unison top part

24

ev-ry-thing is turned a-round; In God's king- dom ev - 'ry-thing is up-side

ev-ry-thing is turned a-round; In God's king- dom ev - 'ry-thing is up-side

Eb7/Bb Eb7 D7sus4 Db7(b5) C(no3rd)(add9) G/B Gm/Bb D7sus/A

29

1. down. 2.3. down.

Gm7 G7 Gm7 G7 C#7(+9) Dm7 Gm7 G7 Gm7 G7 C#7(+9) down.

F#13(add9)/EG13(add9)/F B7/A E7/G# F#+ E7/G# C#7(+9)Dm7

34

F#13(add9)/EG13(add9)/F B7/A E7/G# F#+ E7/G# C#7(+9)Dm7

F#13(add9)/EG13(add9)/F B7/A

37

F#13(add9)/EG13(add9)/F B7/A

Opt. instr. solo

42 *Gm7 G7* *Gm7 G7* *B7* *Cm7 C7* *Cm7 C7*

46 *Eb9* *Eb7* *Dm7 G(no3rd) C#7(+9) Dm7*

50 *Gm7 G7* *Gm7 G7* *B7* *Cm7 C7* *Cm7 C7*

54 *Eb9* *Eb7* *Dm7 G(no3rd) C#7(+9) Dm7* *D.S. al Coda*

CODA
58 *Dm11/A* *G(no3rd)* *G(no3rd)*