

Text: James Edmeston 1791-1867
Music: Melody from Friedrich Filitz
'Choralbuch' 1847

Mannheim

Lead us, heavenly Father, lead us

Treble

Alto

Spi-rit of our God, fill our hearts with heav'n - ly joy, -

Spi-rit of our God, fill our hearts with heav'n-ly joy, -

Spi-rit of our God, de-send - ing, fill our hearts with heav'n-ly joy,

The first system of the musical score for 'Mannheim' is in 4/4 time with a key signature of three sharps (F#, C#, G#). It features three vocal staves (Treble, Alto, and Tenor) and a piano accompaniment. The lyrics are: 'Spi-rit of our God, fill our hearts with heav'n - ly joy, -' for Treble and Alto, and 'Spi-rit of our God, de-send - ing, fill our hearts with heav'n-ly joy,' for Tenor.

5

love with pas - sion blend-ing, pleas - ure that can ne - ver cloy: -

love with pas - sion blend-ing, pleas ure that can ne - ver cloy: -

love with ev - 'ry pas - sion blend-ing, pleas - ure that can ne - ver cloy:

The second system of the musical score continues the piece. It features three vocal staves and a piano accompaniment. The lyrics are: 'love with pas - sion blend-ing, pleas - ure that can ne - ver cloy: -' for Treble, 'love with pas - sion blend-ing, pleas ure that can ne - ver cloy: -' for Alto, and 'love with ev - 'ry pas - sion blend-ing, pleas - ure that can ne - ver cloy:' for Tenor. The system begins with a measure rest in the Treble staff.

thus pro - vid - ed, par - don'd, guid - ed, no - thing can our peace de - stroy.

thus_ pro vid ed, _guid - ed, no - thing can our_ peace de - stroy.

thus pro - vid - ed, par - don'd, guid - ed, no - thing can our peace de - story.

The musical score consists of four systems. The first three systems are for voices (Soprano, Alto, and Tenor) and the fourth is for piano. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The lyrics are: 'thus pro - vid - ed, par - don'd, guid - ed, no - thing can our peace de - stroy.' The piano part provides harmonic support with chords and melodic lines in both hands.