

Down by the Riverside

arr. James Rae

Bright dixie tempo

A

48 G Am7 D7 G

Musical staff 48-52: Treble clef, key signature of one sharp (F#). Chords G, Am7, D7, and G are indicated above the staff. The melody consists of quarter and eighth notes with some rests.

53 **D**

Musical staff 53-57: Treble clef, key signature of one sharp (F#). A boxed chord symbol **D** is placed above the staff. The melody starts with a rest, followed by quarter notes, and includes a *mp* dynamic marking.

58

Musical staff 58-62: Treble clef, key signature of one sharp (F#). The melody continues with quarter and eighth notes.

63

Musical staff 63-67: Treble clef, key signature of one sharp (F#). The melody continues with quarter and eighth notes.

68

Musical staff 68-72: Treble clef, key signature of one sharp (F#). The melody features a long note with a tremolo effect and a *f cresc.* dynamic marking.

73 **E**

Musical staff 73-77: Treble clef, key signature of two sharps (F#, C#). A boxed chord symbol **E** is placed above the staff. The melody includes accents and a *ff* dynamic marking.

78

Musical staff 78-83: Treble clef, key signature of two sharps (F#, C#). The melody continues with quarter and eighth notes, including accents.

84

Musical staff 84-89: Treble clef, key signature of two sharps (F#, C#). The melody includes a first ending bracket labeled '1.'.

90

Musical staff 90-94: Treble clef, key signature of two sharps (F#, C#). The melody includes a second ending bracket labeled '2.' and ends with a final note and a fermata.

Joshua fought the Battle of Jericho

arr. James Rae

Easy Bounce Tempo (♩ = ♪³♪)

Hand Claps

6 6 7 8 **A** *tacet first time*

11

16 1. 2. **B**

20

24 1. 2. **C**

28

33

39 **D** (solo) tacet first time

43

47 **E** Hand Claps

52 **F**

58

62 **2.**

67 **G**

72

77

Dry Bones

arr. James Rae

Steady Swing Tempo (♩ = $\overline{\text{♩}^3}$)

A

tacet first time

8

12

16

20

24

28

38

41

D6

44

Em7 A7 D6 *mp* **F**

48

52

f mp **G**

56

60

p **H**

64

68

f **I**

71

ff