

# YOUR LIGHT WILL COME, JERUSALEM

INTRO (♩ = ca. 66)

Keyboard

*mp*

F Am B♭ C7sus4

REFRAIN

♩ F Am7 B♭

Your light will come, Je - ru - sa - lem; for on you will dawn the

*mp - mf* *poco cresc.*

C Dm B♭ Gm7

glo - ry of the Lord, and all na - tions will walk in your

Text: Refrain based on Isaiah 60:1, 3; *Dedication of a Church and an Altar*, © 1978, ICEL. All rights reserved. Used with permission. Verses, Bob Hurd, b. 1950, © 2000, Bob Hurd. Published by OCP. All rights reserved.

Music: Bob Hurd; keyboard acc. by Rick Modlin, b. 1966, © 2000, 2001, 2003, Bob Hurd. Published by OCP. All rights reserved.

YOUR LIGHT WILL COME, JERUSALEM, cont. (2)

Chords: Eb Bb/D C A/C# Dm Gm Csus4 C F F/A

light, al - le - lu - ia, al - le - lu - ia.  
 (Lent) and all na - tions will walk in your light.

1 Bb C7sus4 D.S. 2-4 Bb F F/A to Verses

Your light will

1 D.S. 2-4 to Verses

poco dim. cresc.

Final Bb A/C# Dm Gm Csus4 C F F/A Bb Bb/C F Fine

Al - le - lu - ia, al - le - lu - ia.  
 And all na - tions will walk in your light.

Final rit. Fine

YOUR LIGHT WILL COME, JERUSALEM, cont. (3)

VERSES

Csus4                      Bb                      C/Bb                      F/A                      F                      Bb                      F

1. Christ is the light of the world, a light dis - pel - ling the  
 2. His light is mer - cy and peace, a peace sur - pass - ing all  
 3. His light is jus - tice and truth, and love which casts out all

*mf - f*

F/C                      C                      Gm                      A/C#                      Dm                      Dm/C

1. dark - ness. \_\_\_\_\_  
 2. tell - ing. \_\_\_\_\_  
 3. ha - tred. \_\_\_\_\_

May we, his bod - y, re -  
 May we, his bod - y, be  
 May we, his bod - y, pre -

G/B                      Bb                      F/A                      Gm7                      D.S.

1. flect that ho - ly light. \_\_\_\_\_  
 2. in - stru - ments of peace. \_\_\_\_\_  
 3. pare the reign of God. \_\_\_\_\_

Your light will

*mp - mf*

D.S.