

# Be Still and Know

(Guitar/Vocal)

Edition # 30100629

Based on Psalm 46

Words and music by Jennifer Martin

## INTRO (♩ = ca. 69)

Capo 3: (G/B) (A/C#) (D) (D/F#) (Gadd9) (G/B) (A/C#) (D) (G) (Asus4) (A)  
 B♭/D C/E F F/A B♭add9 B♭/D C/E F B♭ Csus4 C

(Kbd)

## REFRAIN

(G/B) (A/C#) (D) (D/F#) (Gadd9)  
 B♭/D C/E F F/A B♭add9

Be still, and know that I am God; and

(G/B) (A/C#) (D) (G/B) (Asus4) (A)  
 B♭/D C/E F B♭/D Csus4 C

I will be exalted among the nations.

2 (Asus4) (A) (D) Final (Asus4) (A) (D)  
 Csus4 C F

- tions. 2. The - tions.

## VERSE 1

(G) (Asus4) (A) (D) (D/F#) (Gadd9) (G)  
 B♭ Csus4 C F F/A B♭add9 B♭

1. God is our refuge, and God is our strength; a ver-y pres-ent

(Asus4) (A) (D) (G) (D/F#) (Em7) (A)  
 Csus4 C F B♭ F/A Gm7 C


1. help in trouble. Though the earth be moved and moun-tains

(D) (D/F#) (Gadd9) (Em) (Em/D) (Asus4)  
 F F/A B♭add9 Gm Gm/F Csus4

1. fall in-to the sea, we will not fear. D.S.

VERSE 2

(G) (Asus4)(A) (D) (D/F#) (Gadd9) (G)  
 Bb Csus4 C F F/A Bbadd9 Bb




2. (The) Lord is \_\_\_ with us, \_\_\_ the Lord \_\_\_ of \_\_\_ hosts; \_\_\_ the God of Ja - cob

(Asus4) (A) (D) (G) (D/F#) (Em7) (A)  
 Csus4 C F Bb F/A Gm7 C



2. is our \_\_\_ strong-hold. \_\_\_ And there is \_\_\_ a riv - er whose

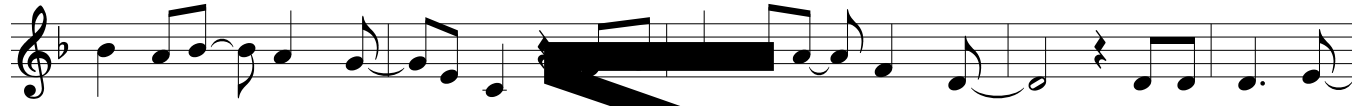
(D) (D/F#) (Gadd9) (Em) (Em/D) (Asus4)  
 F F/A Bbadd9 Gm Cm/F Csus4



2. streams \_\_\_ make \_\_\_ glad \_\_\_ the cit - y \_\_\_ of God. \_\_\_\_\_ *D.S.*


VERSE 3

(G) (Asus4) (A) (D) (D/F#) (Gadd9) (G)  
 Bb Csus4 C F F/A Bbadd9 Bb




3. God is in \_\_\_ the midst \_\_\_ of her; she will \_\_\_ be o - ver-thrown; \_\_\_ at the break of \_\_\_

(Asus4) (A) (D) (G) (D/F#) (Em7) (A)  
 Csus4 C F Bb F/A Gm7 C



3. \_\_\_ day he will \_\_\_ help her. \_\_\_ So come now \_\_\_ and look \_\_\_ up-on the

(D) (D/F#) (Gadd9) (Em) (Asus4)  
 F F/A Bbadd9 Ebadd9 Csus4



3. works \_\_\_ of the Lord. \_\_\_ That a - some things \_\_\_ he has done!

INTERLUDE

(G/B) (A/C#) (D) (D/F#) (Gadd9) (G/B) (A/C#) (D) (G) (Asus4) (A)  
 Bb/D C/E F F/A Bbadd9 Bb/D C/E F Bb Csus4 C *D.S.*

