

# Man, be joyful

Richard Smert

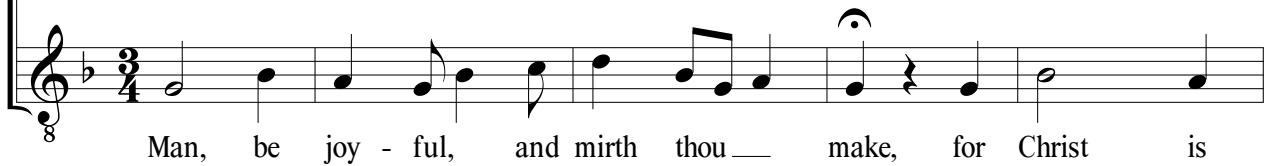
## Burden 1

Alto



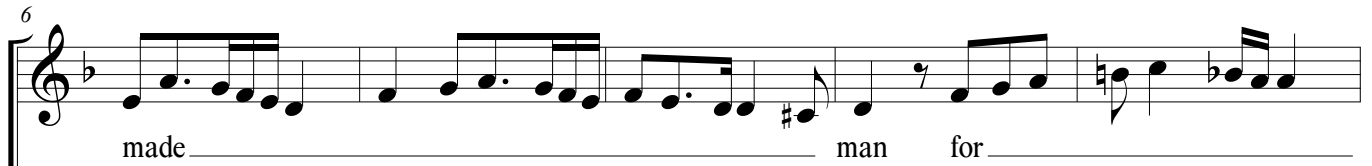
Man, be joy - ful, and mirth thou — make, for Christ — is —

Tenor 2



Man, be joy - ful, and mirth thou — make, for Christ is

A



made — man for —

T 2



made — man for —

11

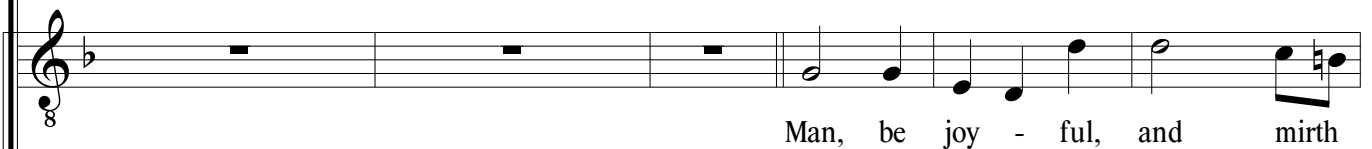
## Burden 2

A



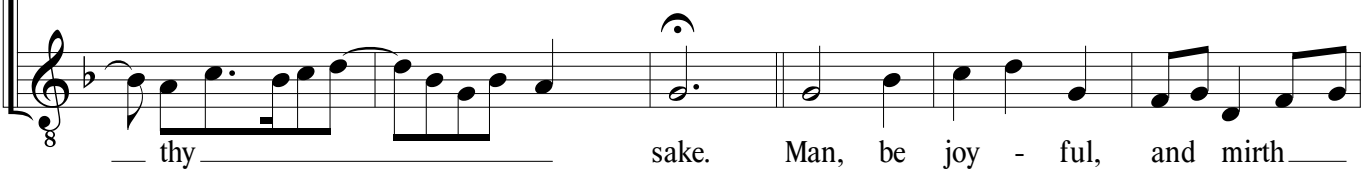
— thy — sake. Man, be joy - ful, — and mirth —

T 1



Man, be joy - ful, and mirth

T 2



— thy — sake. Man, be joy - ful, and mirth —

17

A

thou \_\_\_\_\_ make, for Christ is \_\_\_\_\_ made \_\_\_\_\_ man for \_\_\_\_\_

T 1

8

thou \_\_\_\_\_ make, for Christ is \_\_\_\_\_ made \_\_\_\_\_ man for \_\_\_\_\_

T 2

8

thou \_\_\_\_\_ make, for \_\_\_\_\_ Christ is \_\_\_\_\_ made man for \_\_\_\_\_

22

A

Verse

thy \_\_\_\_\_ sake. Man, be mer - ry, I \_\_\_\_\_ thee \_\_\_\_\_  
 He came fro his \_\_\_\_\_ Fa - ther \_\_\_\_\_  
 Look thou mer - cy e - ver \_\_\_\_\_

T 1

8

thy \_\_\_\_\_ sake. Man, be mer - ry, I \_\_\_\_\_ thee \_\_\_\_\_  
 He came fro his Fa - ther \_\_\_\_\_  
 Look thou mer - cy e - ver \_\_\_\_\_

T 2

8

thy \_\_\_\_\_ sake.

28

A

rede, but be - ware what mir - thës \_\_\_\_\_ thou \_\_\_\_\_ make. Christ  
 seat In - to this world to be \_\_\_\_\_ thy \_\_\_\_\_ make; Man,  
 cry, Now and al - way, ra - the \_\_\_\_\_ and \_\_\_\_\_ late, And

T 1

8

rede, but be - ware what mir - thës \_\_\_\_\_ thou \_\_\_\_\_ make. Christ  
 seat In - to this world to \_\_\_\_\_ be \_\_\_\_\_ thy \_\_\_\_\_ make; Man,  
 cry, Now and al - way, ra - the \_\_\_\_\_ and \_\_\_\_\_ late, And

34

A

is clo - thēd in thy weed, and  
 be - ware how thou him treat, For  
 he will set thee won - der high, For

T 1

8

is clo - thēd in thy weed, and  
 be - ware how thou him treat, For  
 he will set thee won - der high, For

40

A

he is made man for thy sake.  
 he is made man for thy sake.  
 he is made man for thy sake.

T 1

8

he is made man for thy sake.  
 he is made man for thy sake.  
 he is made man for thy sake.

Repeat Burden 1 and Burden 2 after every Verse