

BREATH OF HEAVEN

(MARY'S SONG)

Words and Music by AMY GRANT
and CHRIS EATON

Rubato
no chord
R.H.

L.H.
p

With pedal

The piano introduction is in 4/4 time with a key signature of two sharps (D major). The right hand (R.H.) plays a melodic line starting on D4, moving up stepwise to G4, then a series of eighth notes: A4, B4, C5, B4, A4, G4, F4, E4, D4. The left hand (L.H.) plays a bass line of eighth notes: D3, C3, B2, A2, G2, F2, E2, D2. The tempo is marked 'Rubato' and the dynamics are 'no chord' for the R.H. and 'p' for the L.H. The instruction 'With pedal' is written below the L.H. staff.

I have

The vocal line begins with a whole rest for two measures, followed by a quarter rest, then the lyrics 'I have' on a note marked '8va'. The piano accompaniment continues with the same eighth-note bass line as the introduction, and the right hand continues the melodic line from the introduction.

Slowly

Bm Em/B Bm G Em

trav - eled _ man - y moon - less _ night _ cold and
wait - ing _ in a si - lent _ pray'r. _ I am
won - der _ as you watch my _ face, _ if a

The section is marked 'Slowly'. It features guitar chord diagrams for Bm, Em/B, Bm, G, and Em. The vocal line has lyrics: 'trav - eled _ man - y moon - less _ night _ cold and wait - ing _ in a si - lent _ pray'r. _ I am won - der _ as you watch my _ face, _ if a'. The piano accompaniment consists of a steady eighth-note bass line and a right hand playing chords and single notes.

Bm Em/B Bm A D

wear - y _ with a babe in - side. _ And I
fright - ened _ by the load I _ bear. _ In a
wis - er _ one should have had my _ place? _ But I

The section continues with guitar chord diagrams for Bm, Em/B, Bm, A, and D. The vocal line has lyrics: 'wear - y _ with a babe in - side. _ And I fright - ened _ by the load I _ bear. _ In a wis - er _ one should have had my _ place? _ But I'. The piano accompaniment continues with the same accompaniment style as the previous section.

Em11 Em Bm11 Bm G To Coda ⊕ Em11 Em Bm11 Bm

won - der what I've done. Hol - y Fath - er you have
 world as cold as stone, must I walk this path a -
 of - fer all I am for the

1 G(add2) G Asus2 Gsus2 Asus2

come and cho - sen me now to car - ry your

Bm Em/B Bm Em/B

son. I am

R.H.
L.H.

8va

2 Gsus2 Asus2 Gsus2 Asus2

lone. Be with me now, be with me

Gsus2



D(add2)



Em/D



D



Em/D



now. Breath of heav - en, hold me to -

mf

D



Em/D



D



Em/D F#7/C#



Bm



A/G



geth - er. Be for - ev - er near me, breath of

D(add2)



Em/D



D



Em/D



heav - en. Breath of heav - en, light - en my

D



Em/D



D



Em/D F#7/C#





Bm



A/G









dark - ness Pour o - ver me your hol - i - ness, for you are

Em11  A7sus 

hol - y, breath of

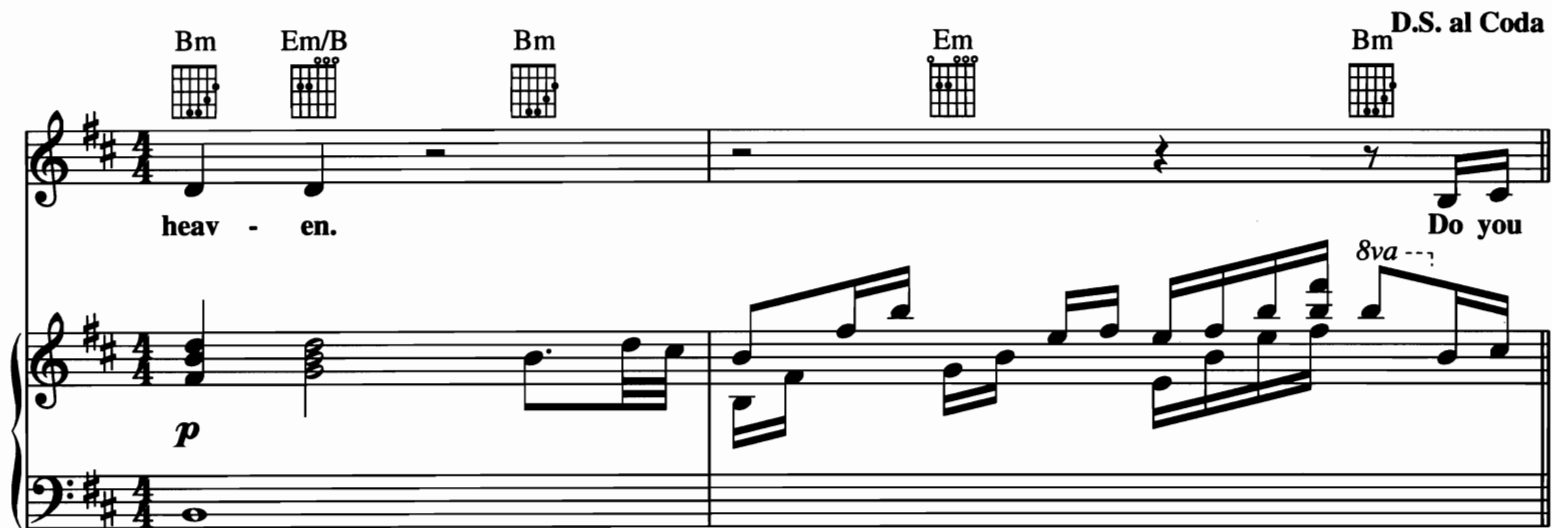
dim.










Bm  Em/B  Bm  Em  Bm  D.S. al Coda

heav - en. Do you

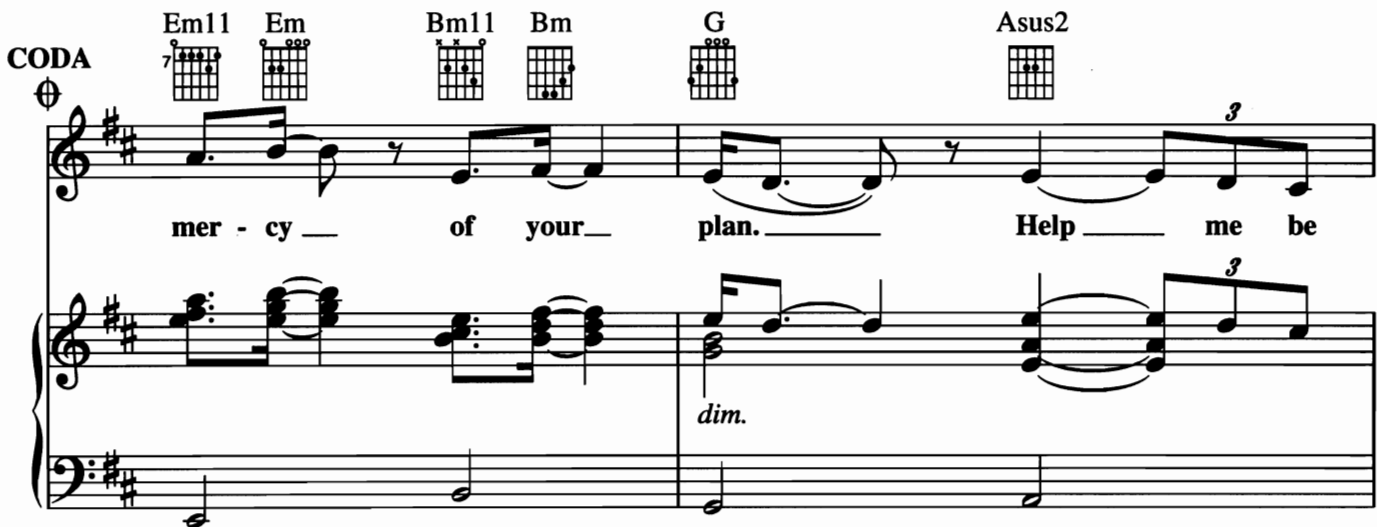
p *8va*








CODA  Em11  Em  Bm11  Bm  G  Asus2 

mer - cy of your plan. Help me be

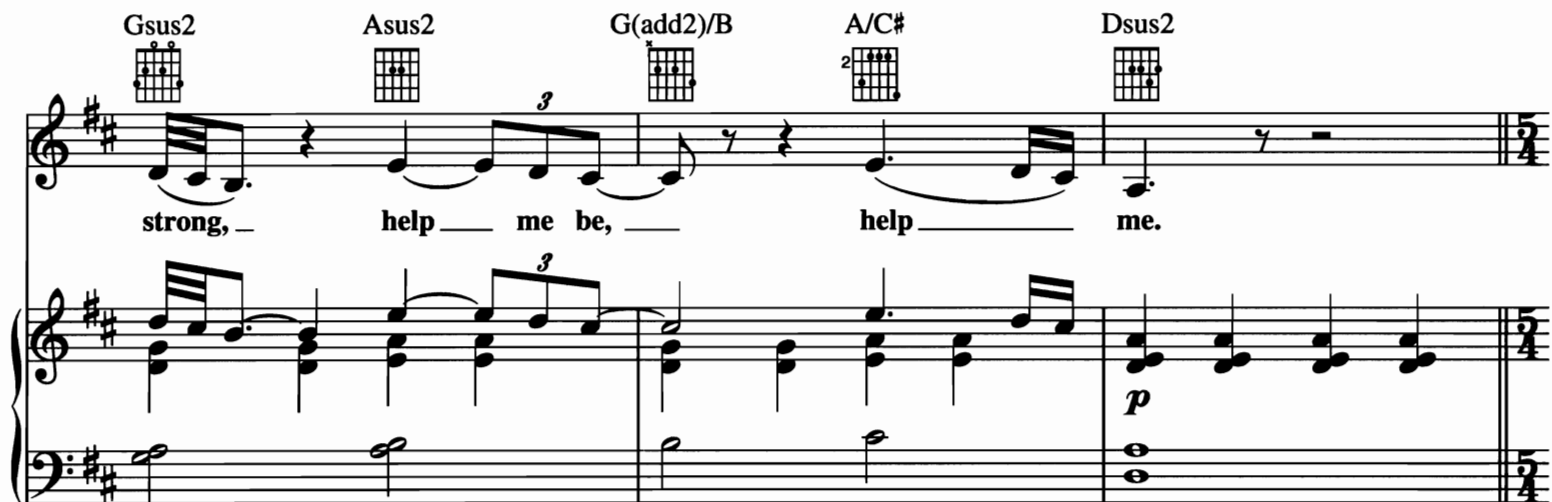
dim.



Gsus2  Asus2  G(add2)/B  A/C#  Dsus2 

strong, help me be, help me.

p



D(add2)



Em/D D Em/D



D

Em/D D Em/DF#7/C#



Breath of heav - en, hold me to - geth - er Be for - ev - er

mf

Bm



A/G



Dsus2



near me, breath of heav - en.

D(add2)



Em/D D Em/D



D

Em/D D Em/DF#7/C#



Breath of heav - en, light - en my dark - ness. Pour o - ver me your

1

Bm



A/G



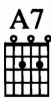


Em11



hol - i - ness, for you are hol - y.

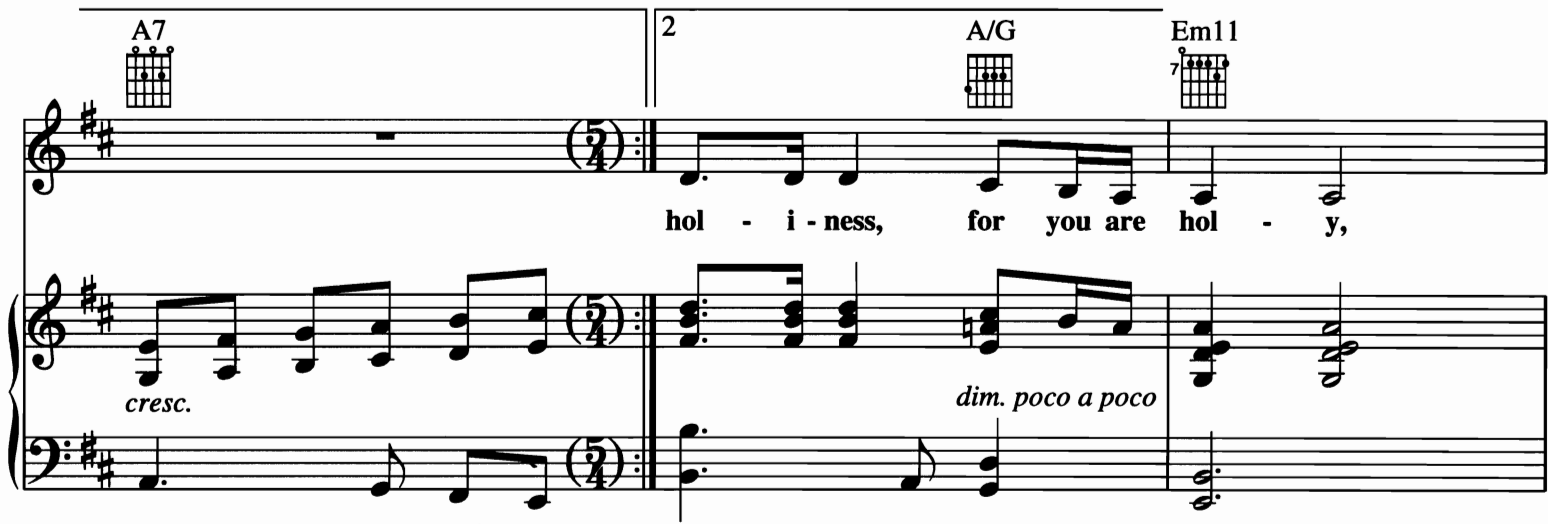
dim.


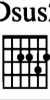
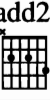
p

A7  2 A/G  Em11 

hol - i - ness, for you are hol - y,

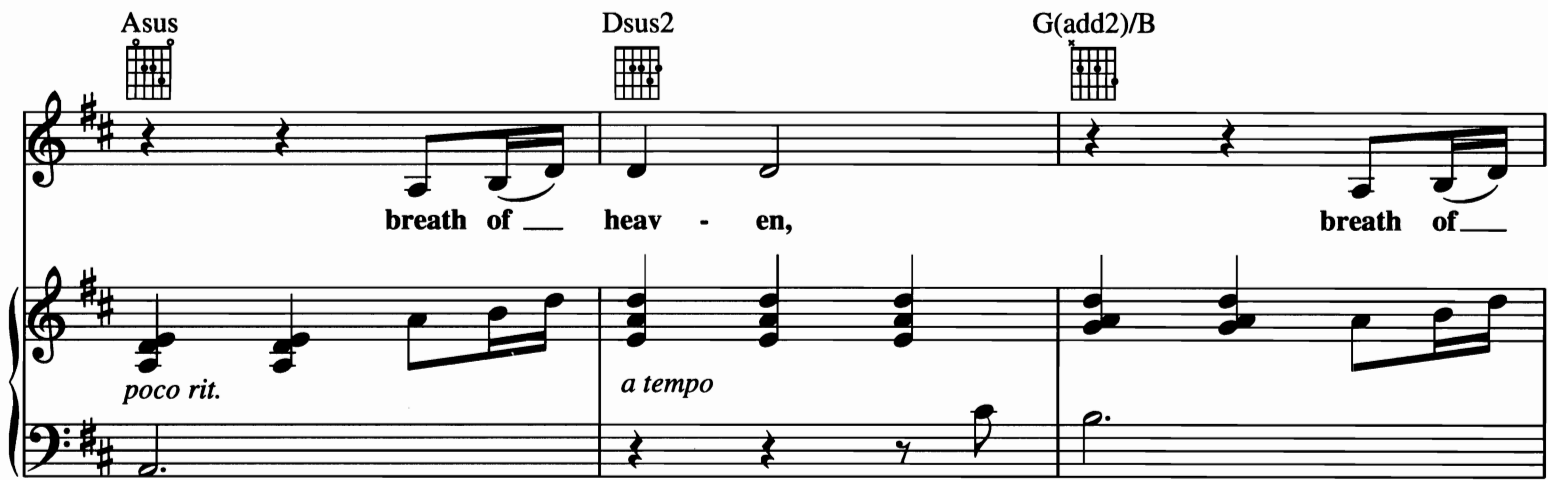
cresc. *dim. poco a poco*






Asus  Dsus2  G(add2)/B 

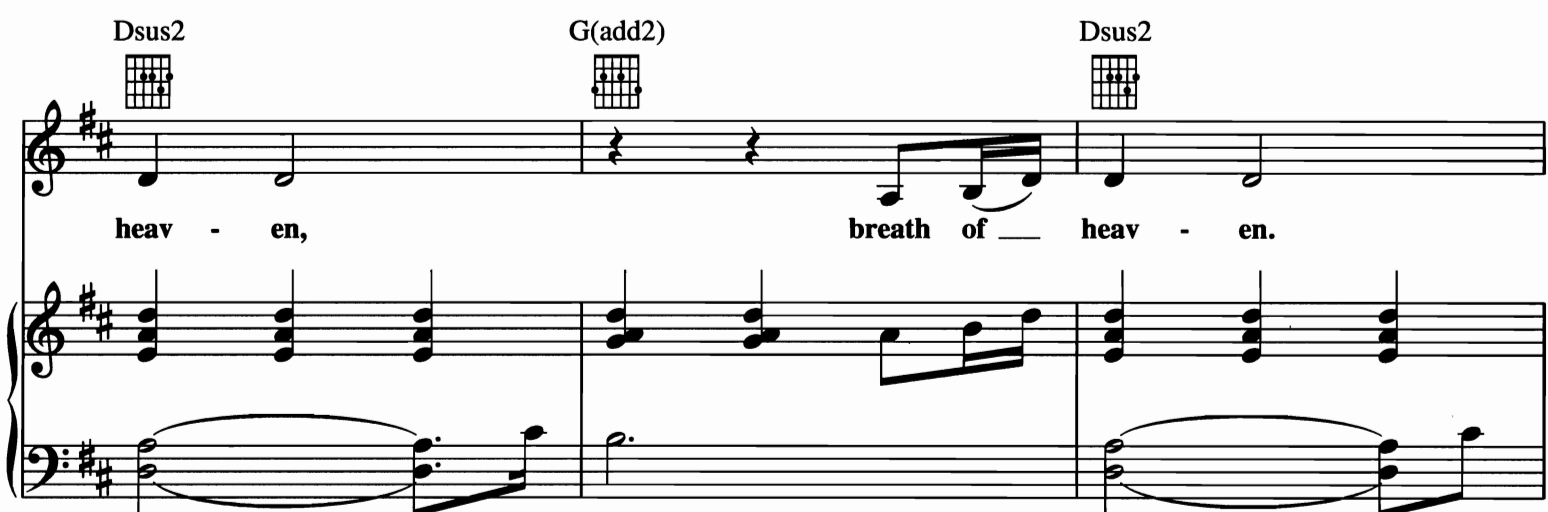
breath of — heav - en, breath of —



poco rit. *a tempo*



Dsus2  G(add2)  Dsus2 

heav - en, breath of — heav - en.



G(add2)  D 

rit. *pp*

