

# Refuge

SATB with opt. Solo Trumpet\* or Brass and Percussion

Words by **David Allen Fettke**  
Based on **Psalm 46**  
and **Scottish Psalter, 1650**

Adapted and Arranged by **Tom Fettke**  
Based on **Symphony No. 1, Movement 4**  
by **Johannes Brahms, 1876**

[1] Majestic ♩ = ca. 104  
+Tpt.

A musical score for piano and trumpet. The piano part consists of two staves: treble and bass. The trumpet part is indicated by '+Tpt.' above the piano staves. The tempo is marked as Majestic ♩ = ca. 104.

5 SA **f**

A musical score for three voices: Soprano (SA), Tenor (TB), and Bass. The soprano part is marked with 'f' and has lyrics: 'God is our re-fuge and strength through end-less'. The tenor part is also marked with 'f'. The bass part is marked with '-Tpt.' and provides harmonic support. The piano accompaniment continues from the previous section.

A continuation of the musical score for three voices (SA, TB, Bass) and piano. The lyrics continue: 'days, and when the whole earth trem-bles our—'. The piano accompaniment includes trumpet entries marked '+Tpt.' and '-Tpt.'.

A continuation of the musical score for three voices (SA, TB, Bass) and piano. The piano accompaniment includes trumpet entries marked '+Tpt.' and '-Tpt.'.

[1] indicates CD track number.

\*Solo trumpet part is on page 10.

When moun - tains fall in -  
hearts are not a - fraid. Moun - tains fall in -

+Tpt. -Tpt.

14 to the sea, where foam - ing wa - ters  
to the sea, foam - ing wa - ters

16 roar,  
roar, our God, the Lord, walks

18

by our side, His hands holding

20

ours for - ev - er - more.

+Tpt.

23

(2)

rit.

-Tpt.

rit.

26

**More legato**  
*a tempo*

Na - tions are— rag - ing, false king - doms— raise a

**More legato**

*mf a tempo*

29

sword.— But when God's voice— thun - ders, they

+Tpt.

32

(3)

**mf**

In ev - 'ry cor - ner

melt be - fore His Word.

35

of the earth He caus - es wars to cease. He

*mf*

38

breaks the bow, He rends the spear, His hands reach - ing

41

(4)

down to bring us peace.

8

+Tpt.