

FOR ALL THE SAINTS WHO FROM THEIR LABORS REST

Music: SINE NOMINE, 10 10.10 4.; R. Vaughan Williams, *The English Hymnal* 1906

Text: William W. How, 1864

1. For all the Saints, who from their la - bours rest,
2. Thou wast their Rock, their Fort - ress and their Might;
3. O may Thy sol - diers, faith - ful, true and bold,

Who Thee by faith be - fore the world con - fest,
Thou, Lord, their Cap - tain in the well fought fight;
Fight as the Saints who no - bly fought of old,

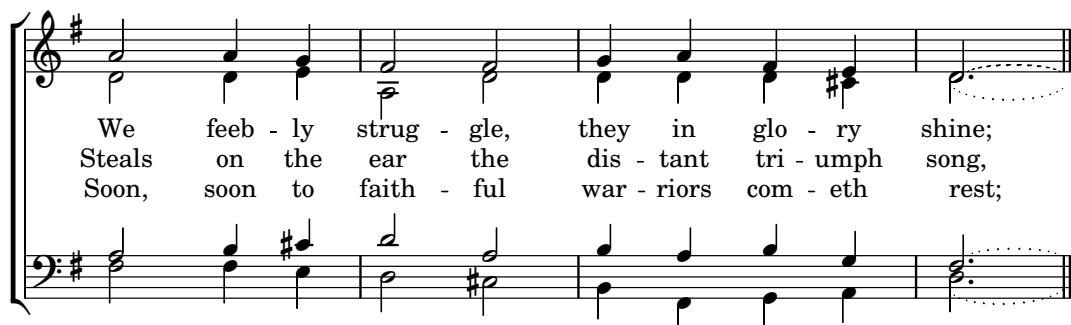
Thy Name, O Je - su, be for ev - er blest.
Thou, in the dark - ness drear, their one true Light.
And win, with them, the vic - tor's crown of gold.

Al - le - lu - ia, Al - le - lu - ia!

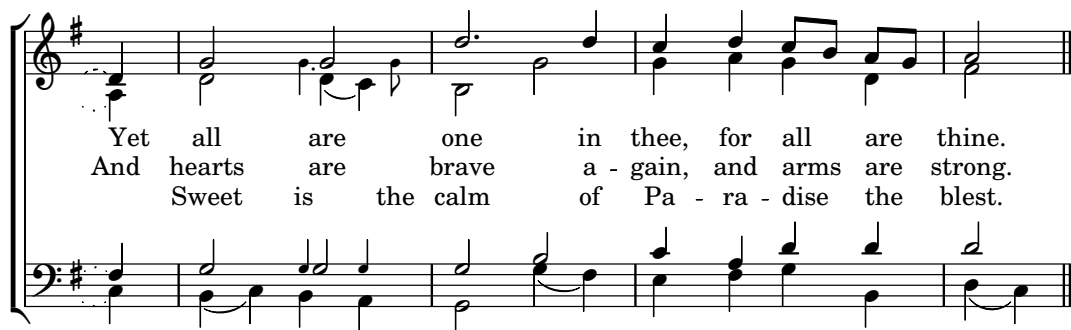
The musical score is written for three parts: Soprano (1.), Alto (2.), and Bass (3.). It features a key signature of one sharp (F#) and a common time signature (C). The score is divided into six systems, each with a vocal line and a piano accompaniment. The piano part consists of a right-hand treble staff and a left-hand bass staff. The lyrics are printed below the vocal lines, with line numbers 1, 2, and 3 corresponding to the three parts. The score concludes with a double bar line.



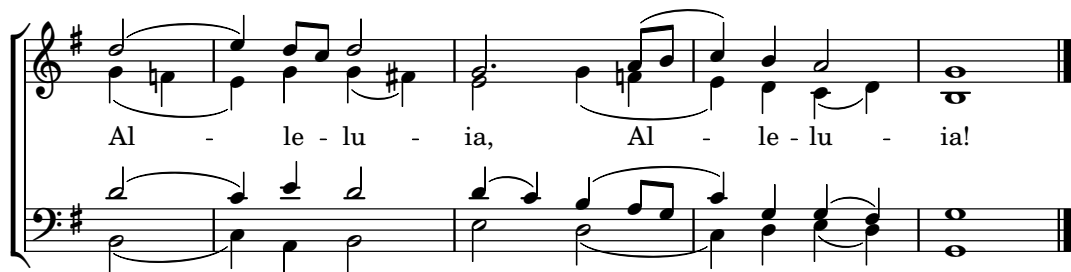
4. O blest com - mu - nion! fel - low - ship div - ine!
 5. And when the strife is fierce, the war - fare long,
 6. The gol - den even - ing brigh - tens in the west;



We feeb - ly strug - gle, they in glo - ry shine;
 Steals on the ear the dis - tant tri - umph song,
 Soon, soon to faith - ful war - riors com - eth rest;



Yet all are one in thee, for all are thine.
 And hearts are brave a - gain, and arms are strong.
 Sweet is the calm of Pa - ra - dise the blest.



Al - le - lu - ia, Al - le - lu - ia!

7. But lo! there breaks a yet more glorious day;
 The Saints triumphant rise in bright array;
 The King of glory passes on His way.

Alleluia!

8. From earth's wide bounds, from ocean's farthest coast,
 Through gates of pearl streams in the countless host,
 And singing to Father, Son and Holy Ghost:

Alleluia!