

Wade in the Water

Wade in the water,
wade in the water, children,
wade in the water,
God's a gonna trouble the water.

See that band all dressed in white
God's a gonna trouble the water.
The leader looks like an Israelite.
God's a gonna trouble the water.

See that band all dressed in red.
God's a gonna trouble the water.
It looks like the band that Moses led.
God's a gonna trouble the water.

3. Wade in the Water

arr. Bruce Trinkley

Smooth and rhythmic ♩ = 116-120

Violoncello

Piano

pp sempre

pp

con pedale

5

5

9

mp

9

mp

13

p *mp*

p *mf* *mp*

Detailed description: This system contains measures 13 through 16. The bass clef part begins with a piano (*p*) dynamic and a melodic line that moves from a half note to a quarter note, ending with a fermata. The treble clef part starts with a piano (*p*) dynamic and features a rhythmic pattern of eighth notes with a fermata on the first measure. The piano part in the bass clef consists of a steady eighth-note accompaniment. Dynamics in the treble part increase from *p* to *mf* and then to *mp* by measure 16.

17

p *p* *subito ff*

Detailed description: This system contains measures 17 through 20. Measures 17 and 18 are marked with a first ending bracket and a piano (*p*) dynamic. Measures 19 and 20 are marked with a second ending bracket and a piano (*p*) dynamic. The piano part in the bass clef continues with its accompaniment. At the end of measure 20, there is a dynamic shift to *subito ff* (suddenly fortissimo) in the treble part.

21

ff exuberantly

exuberantly

Detailed description: This system contains measures 21 through 24. The bass clef part begins with a fortissimo (*ff*) dynamic and is marked "exuberantly". It features a melodic line with a fermata on the first measure. The piano part in the treble clef is also marked "exuberantly" and consists of a complex, rhythmic accompaniment with many beamed notes. The piano part in the bass clef continues with its accompaniment.

25

dim.

dim.

subito
pp

29

pp

33

non rit.

non rit.

secco