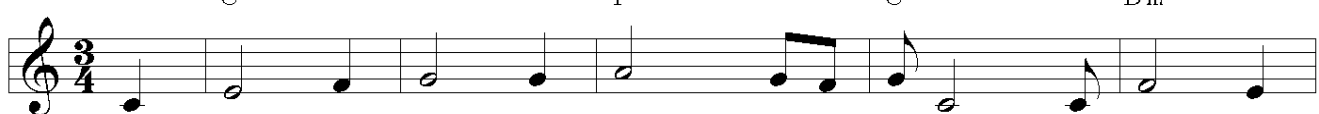


You Who Are Weary

Tempo: 96

Tim Onnen

C F C Dm



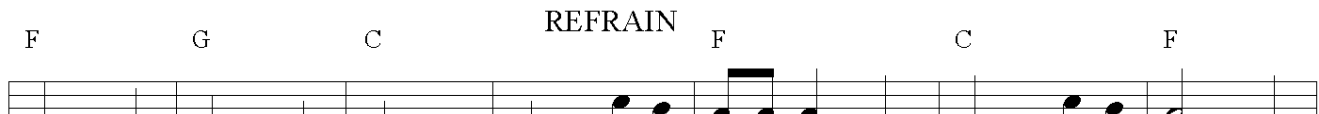
1. Come un - to Me, all you - who are wear-y, and I will

B♭ G C F C



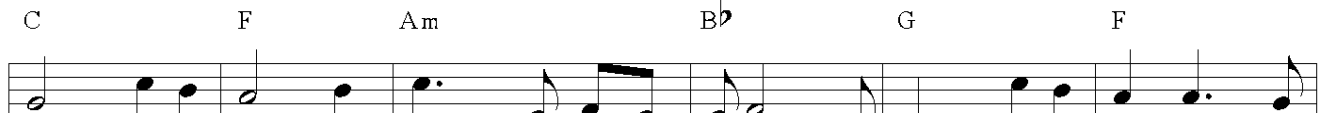
give you rest. _____ Come un - to Me, all you who are bur-dened, and

F G C REFRAIN F C F




I will give you rest. _____ I will car-ry ___ your load. I will ease your

C F Am B♭ G F



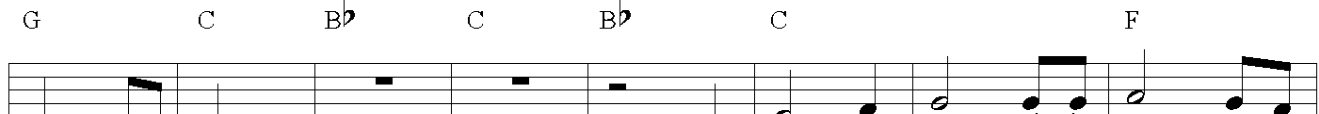
pain. I will calm your fears and give you hope ___ a - gain. I will show you the

C F C F Am B♭



truth. I will heal your wounds. I will dry your tears, and you will know ___ true


G C B♭ C B♭ C F



joy ___ a - gain. _____ Come un - to Me, ev - en though you are

2.

C Dm B♭ G C F



emp-ty, and I will give you rest. _____ Come learn from Me, I am gen-tle and

You Who Are Weary

C F G C REFRAIN F C
 hum-ble, and I will give you rest. I will car-ry your load. I will
 F C F Am B \flat G
 ease your pain. I will calm your fears and give you hope a - gain. I will
 F C F C F Am
 show you the truth. I will heal your wounds. I will dry your tears, and you will
 B \flat G C B \flat C B \flat C
 know true joy a - gain.

The musical score is written on four staves. The first staff begins with a treble clef and a key signature of one flat (B-flat). The melody consists of quarter and eighth notes, with some notes beamed together. Chord symbols are placed above the staff: C, F, G, C, REFRAIN, F, C. The lyrics are: 'hum-ble, and I will give you rest. I will car-ry your load. I will'. The second staff continues the melody with notes and rests. Chord symbols: F, C, F, Am, B \flat , G. Lyrics: 'ease your pain. I will calm your fears and give you hope a - gain. I will'. The third staff continues with notes and rests. Chord symbols: F, C, F, C, F, Am. Lyrics: 'show you the truth. I will heal your wounds. I will dry your tears, and you will'. The fourth staff continues with notes and rests. Chord symbols: B \flat , G, C, B \flat , C, B \flat , C. Lyrics: 'know true joy a - gain.' The piece ends with a double bar line.