

Immortal, Invisible, God Only Wise

Level 2+

3, 4, or 5 Octaves Handbells

3, 4, or 5 octaves
Handbells used: 24*, (31)*, (39)

*A6 is not used in the 3 or 4 octave version.

3 octave choirs omit notes in ().
4 octave choirs omit notes in [].

Ron Mallory, ASCAP

♩. = 56 (in 1)

5 octave choirs double
upstem notes 8va

Tune: *ST. DENIO*, a Welsh tune; adapted in *Caniadau y Cyssegr*, 1839 (PD).
Music: Newly composed, and copyright © 2011 with this publication.

Copyright © 2011 Birnamwood Publications (ASCAP)
A division of MorningStar Music Publishers, Inc., St. Louis, MO
All rights reserved. Printed in U.S.A. 1.800.647.2117 www.MorningStarMusic.com
Reproducing this publication in any form is prohibited by law without the permission of the publisher.
The CCLI License does not give permission to copy this music.

Musical score for measures 10-14. The piece is in a minor key (three flats). The right hand features a melodic line with eighth and sixteenth notes, while the left hand provides a steady accompaniment of chords. The bass line is marked with 'LV' (left hand) in measures 10, 11, 13, and 14.

Musical score for measures 15-19. A bracket spans measures 15 and 16. Measure 16 features a large, sweeping melodic line in the right hand. The dynamic marking *mf* (mezzo-forte) is placed in measure 17. The bass line is marked with 'R' (right hand) in measures 15 and 17.

Musical score for measures 20-24. The right hand continues with a melodic line, and the left hand provides harmonic support with chords. The piece concludes with a final chord in measure 24.

Musical score for measures 25-29. The right hand features a melodic line with some grace notes. The left hand provides a steady accompaniment. The piece concludes with a final chord in measure 29.

6
70

71 72 73 74

vib.

ff

75 76 77 78 79

f

f

f

**

80 81 82 83 84

mf

mf

85 86 87 88 89

mf

*Echo F4, A \flat 4 and C5 only; vibrato treble clef notes in measures 72-74 by gently moving bell from side to side.

** Martellato-lift F4; pluck-lift F3.