

I am so happy in Christ today

Hampton H. Sewell

Sewell

The first system of musical notation consists of two staves, treble and bass clef, in a 6/8 time signature with a key signature of three flats (B-flat, E-flat, A-flat). The melody in the treble clef features eighth-note chords and quarter notes. The bass clef provides a harmonic accompaniment with chords and quarter notes. A fermata is placed over the final note of the first staff, and the number '5' is written above the final measure.

The second system of musical notation continues the piece, with measures 6 through 10. It maintains the same instrumental texture and key signature. A fermata is placed over the final note of the second staff, and the number '10' is written above the final measure.

The third system of musical notation covers measures 11 through 15. The musical structure remains consistent with the previous systems. A fermata is placed over the final note of the third staff, and the number '15' is written above the final measure.

The fourth system of musical notation covers measures 16 through 20. It concludes the piano accompaniment with a final cadence. A fermata is placed over the final note of the fourth staff, and the number '20' is written above the final measure.

**I am so happy in Christ today,
That I go singing along my way;
Yes, I'm so happy to know and say,
Jesus included me, too.**

Refrain

*Jesus included me, yes, He included me,
When the Lord said, Whosoever, He included me;
Jesus included me, yes, He included me,
When the Lord said, Whosoever, He included me.*

**Gladly I read, Whosoever may
Come to the fountain of life today;
But when I read it I always say,
Jesus included me, too.**

Refrain

**Ever God's Spirit is saying, Come!
Hear the Bride saying, No longer roam;
But I am sure while they're calling home,
Jesus included me, too.**

Refrain

**Freely come drink, words the soul to thrill!
O with what joy they my heart do fill!
For when He said, Whosoever will,
Jesus included me, too.**

Refrain

Johnson Oatman