

235 Faithful Soldier - Christian Harmony AL

This tune, similar to "Bound For Canaan", was perhaps borrowed from "Christian Contemplation", a tune found in somewhat different forms in two Tennessee shape-note books of the late 1830s.

Musical score for the first section of "Faithful Soldier". The score consists of four staves, each representing a vocal part:

- Treble:** The top staff uses a treble clef and a common time signature (indicated by a '2'). The melody consists of various note heads (diamonds, squares, circles) connected by stems.
- Alto:** The second staff uses a treble clef and a common time signature. It features mostly quarter notes and eighth notes.
- Tenor:** The third staff uses a treble clef and a common time signature. It includes some eighth and sixteenth note patterns.
- Bass:** The bottom staff uses a bass clef and a common time signature. It features eighth and sixteenth note patterns.

Musical score for the second section of "Faithful Soldier". The score consists of four staves, each representing a vocal part:

- Treble:** The top staff uses a treble clef and a common time signature. It features eighth and sixteenth note patterns.
- Alto:** The second staff uses a treble clef and a common time signature. It includes a measure with a dotted half note followed by eighth and sixteenth note patterns.
- Tenor:** The third staff uses a treble clef and a common time signature. It features eighth and sixteenth note patterns.
- Bass:** The bottom staff uses a bass clef and a common time signature. It includes a measure with a dotted half note followed by eighth and sixteenth note patterns.

treble

alto

tenor

bass

A musical score for four voices: treble, alto, tenor, and bass. The score consists of four staves. The treble staff uses a G clef, the alto staff uses an A clef, the tenor staff uses a C clef, and the bass staff uses a F clef. The key signature is one flat. The time signature is common time. The music includes various note heads (diamond, square, triangle, circle) and rests.