

London Gallery Quire 681

O God of *Bethel*, by whose Hand

Philip Doddridge (1702–51)

Martyrdom by Hugh Wilson (1764–1824)
arranged by Robert Archibald Smith (1780–1829)
edited by Nicholas Markwell

[♩ = 90]

Soprano [Air]

1. O GOD of *Beth - el*, by whose Hand Thine *Is - rael* still is fed,
2. To Thee our hum - ble Vows we raise, To Thee ad - dress our Pray'r,
3. If Thou thro' each per - plex - ing Path, Wilt be our con - stant Guide ;
4. If Thou wilt spread thy Shield a - round, Till these our Wand'r - ings cease,
5. To Thee, as to our Cov'n - ant God, We'll our whole selves re - sign ;

Alto

Tenor

Bass

10

Symphony

S

Who thro' this earth - ly Pil - grim - age Hast all our Fa - thers led.
And in thy kind and faith - ful Breast De - po - sit all our Care.
If Thou wilt dai - ly Bread sup - ply, And Rai - ment wilt pro - vide ;
And at our Fa - ther's lov'd A - bode Our Souls ar - rive in Peace :
And count, that not our *Tenth* a - lone, But all we have is Thine.

A

T

B

Martyrdom was originally composed as a melody and bass in duple time, and anonymously printed in that form on leaflets. It was named *Fenwick* by its composer, Hugh Wilson, who was a music teacher in the village of that name, near Kilmarnock in Ayrshire. Robert Archibald Smith, was organist of St Georges, Edinburgh, recast it into triple time, retaining the original melody and bass, and added the alto and tenor. He was unaware of its true origin, and renamed it *Martyrdom* in his *Sacred Music* (1825) believing it to be an "Old Scottish Melody". Wilson had died the previous year, leaving instructions that all manuscripts of his tunes and poems be destroyed, but this and another tune *Caroline*, survived. His family sued Smith, and after a bitter dispute over copyright, Wilson's authorship was confirmed : in subsequent publications the composer was given due credit. The tune has been transposed from Bb, and is set to Philip Doddridge's hymn, written on 16th January, 1737. It has been much altered—the original form is given here.