

Better Is One Day

Words and Music by
Matt Redman

♩ = 77

D5

G2(no3)



1. How love - ly is Your dwell - ing place, O Lord al - might -
(2. One) thing I ask and I would seek: To see Your beau -

4

Asus

D5

Asus



y. — For my soul longs and e - ven faints for You.
ty, — to find You in the place Your glo - ry dwells.

8

D5



For here my heart is sat - is - fied
One thing I ask and I would seek:

11 G2(no3)

Asus

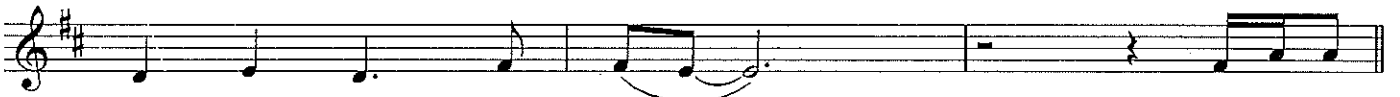
D5



with - in Your pres - ence. — I sing be - neath the
To see Your beau - ty, — to find You in the

14

Asus



shad - ow of Your wings. — Bet - ter is
place Your glo - ry dwells. — Bet - ter is

17

%G2(no3)

D/G

Asus



one day in Your courts, bet - ter is one day in Your house, bet - ter is

Info

Better Is One Day - 2

19 **G2(no3)** **G/B** **Asus** **D/F#**
one day in Your courts than thou - sands else - where. _____ Bet - ter is

21 **G2(no3)** **D/G** **Asus**
one day in Your courts, bet - ter is one day in Your house, bet - ter is

23 **G2(no3)** **G/B** **Asus**
Last time to Coda
one day in Your courts than thou - sands else - where, _____ than thou - sands

25 **D5** **Asus**
else - where. _____ 2. One else - where. _____

28 **Bm7** **A** **G2** **Asus**
My heart and flesh cry out for You, the liv - ing God. _____

30 **Bm7** **A** **G2(no3)** **Asus**
Your Spir - it's wa - ter to my soul. _____

32 **Bm7** **A** **G2(no3)** **Asus/G**
I've tast - ed and I've seen. Come once a - gain to me. _____

Better Is One Day - 3

34 **D/F#** **Em7** **Asus**

I will draw near to You, I will draw near to You, _____ to You. _____

38 **G2(no3)** **Asus** **G2(no3)** **Asus** **D/A**

Bet - ter is

42 **G2(no3)** **D/G** **Asus** **D/F#** **G2(no3)** **G/B**

one day, _____ bet-ter is one day, _____ bet-ter is one day _____ than thou - sands

45 **Asus** **G2(no3)** **D/G** **Asus**

else - where. _____ Bet-ter is one day, _____ bet-ter is one day, _____ bet-ter is

48 **G2(no3)** **Asus** **D/A.S. al Coda**

one day _____ than thou - sands else - where. _____ Bet-ter is

Coda
50 **Asus**

else - where. _____