Oceans Where Feet May Fail Hillsongs Intro:

Verse 1:

C#. B/C#. E.

You call me out upon the waters

В.

The great unknown

C#. B/C#.E. B. A.

A.

where feet may fail

C#. B/C#. E.

And there I find You in the mystery

В.

In oceans deep

Α.

My faith will stand

Chorus:

A. E. B.

And I will call upon Your name

A. E. B.

And keep my eyes above the waves,

Α.

When oceans rise

E. E

my soul will rest in Your embrace

Α.

For I am Yours

B. C#

and You are mine

Interlude:

C#, B/C#,E, B, F#m

Verse 2:

C# B/C# E

Your grace abounds in deepest waters

В

Your sovereign hand

Α

Will be my guide

C# B/C# E

Where feet may fail and fear surrounds me

B A

You we never failed and You won t start now

Chorus:

A E

And I will call upon Your name

A E B

And keep my eyes above the waves,

Α

When oceans rise

3

my soul will rest in Your embrace

Α

For I am Yours

B C#

and You are mine

Interlude:

C#, B/C#, E, B, F#m (2X)

C#. A. E. B.

Bridge: (3X)

C#. A

Spirit lead me where my trust is without borders $\begin{tabular}{c} \begin{tabular}{c} \begin{tabular}{c}$

Let me walk upon the waters

В.

Wherever You would call me

C#. A.

Take me deeper than my feet could ever wander

And my faith will be made stronger

В.

In the presence of my Savior

Bridge:

A. E.

Spirit lead me where my trust is without borders ${\bf B}.$

Let me walk upon the waters

F#m.

Wherever You would call me

A. E.

Take me deeper than my feet could ever wander ${\bf B}$

And my faith will be made stronger

F#m.

In the presence of my Savior

Bridge: (2X) C#. B/C#. E. Spirit lead me where my trust is without borders Let me walk upon the waters F#m. Wherever You would call me B/C#. E. Take me deeper than my feet could ever wander And my faith will be made stronger F#m.

In the presence of my Savior

Instrumental: (2X) C#, B/C#,E, B, F#m

Ending Chorus:

A. E. В.

I will call upon Your Name E.

Keep my eyes above the waves

E.

My soul will rest in Your embrace

B. C#.

I am Yours and You are mine

Outro:

B/C#.E. B. A.. C#. B/C#.E.