The second organ, is a completely new instrument built on site at Trinity from parts obtained from many different places in the United States. Its construction was proposed and authorized in December, 2006. It is about 95% complete as of the end of 2010. All of its components reside in the balcony, except for the console which sits next to the Mudler. It is a modern emulation of a baroque instrument built by Gottfried Silbermann in 1735 in Reinhardsgrimma, Germany. Silbermann was a friend of Johann Sebastian Bach who influenced the musical design of his instruments.

A lack of space in the sanctuary made this unique design necessary to fit into the former choir loft. It will have approximately 2000 pipes when completed. The organ is played and controlled from the console. The console (1925) has two keyboards with ivory keys and a standard pedal board. All of the stops are identified in 18th century German as they were in the original instrument.

The organ is designed to play baroque music (1650-1750) such as that by Bach, Handel, Vivaldi and many others. This music necessitates the use of several different types of pipes some of which use reeds. This includes trumpets, oboes and brass. The sound range is broad, deep and authoritative.

The instrument uses an internal computer to connect with driver boards remotely located in the balcony to select and sound the pipes. No knowledge of computers is necessary to play it.

A major innovation is that it has an internal key stroke memory system that records not only the keys being played but also the dynamics of the strokes as well. This system allows the actions of the organist to be faithfully reproduced later with the stop choices that were made, making reproduction of the music possible at will, instead of being lost forever. This broadens the potential of the instrument as a dynamic archive of inspired music, which can be used for services, in the production of recordings and for teaching organists of the future.