

Penitential Act - Form II

J = 89

Intro **3**

mp

mer - cy us, O Lord. For we have sinned a against you Show

3

7

us, O Lord, your mer - cy. gran your sal - vation.



Glory to God

3

Kelly James Barth

$J = 68$

Intro

The sheet music consists of four staves of music for two voices (Soprano and Bass) and piano. The music is in common time, key signature of one sharp, and dynamic *f*. The lyrics are:

Glory to God in high **SAMP** rest and on
earth peace to people of good will. we
praise you, we bless you, we adore you, we glorify you, we

SPAM is written vertically across the middle of the page, partially obscuring the lyrics.

Gospel Acclamation

7

Kelly James Barth

$\text{♩} = 54$

[Intro]

CAMPUS

Alle - lu - ia, _____ (al)le - lu - ia!

Alle - lu - ia! life.

Speak, O Lord, for we have the words of ever -

Alle - lu - ia, _____ (al)le - lu - ia!

Holy, Holy, Holy

9

With Awe ♩ = 68

Kelly James Barth

Intro

Ho *mf* H o l y,

Ho - ly Lord G of hosts.

Hea - ven - full - y. Ho - san - na in the highest. *ff*

Bles - sed is he who comes in the name of the Lord. Ho-

The music score consists of four systems of musical notation for two voices (SATB) and piano. The key signature is G major (two sharps). The time signature changes between common time and 6/8. The vocal parts are written in soprano and basso continuo (BC) clefs. The piano part is in basso continuo clef. The score includes lyrics for each system. The first system starts with a piano introduction followed by the first verse. The second system begins with "Ho - ly". The third system begins with "Hea - ven - full - y". The fourth system begins with "Bles - sed is he". The music concludes with a final cadence.

Memorial Acclamation B

Kelly James Barth

With Resolve ♩ = 74

The mystery of faith.

eat *mp* Bread drink

Cup, e

(pro)claim Death

mf

Lord, you come a - gain.

SAMPLE

Lamb of God

Kelly James Barth

J = 72

Intro

mp

Lamb God, you take (a)way sins of the world, —

mf

mp

Lamb God, you take (a)way sins of the world, —



