

## 1ST SUNDAY IN ADVENT

## INTROIT

Ps 24: 1-3, 4

The image shows musical notation for the introit 'A D te levávi'. The notation is in four-line red square neumes on a single staff. The text is in Latin. The first line starts with a large capital 'A' followed by 'D te levávi \* á-nimam me-am: De-us me- us in te confí- do, non e-ru- bés-cam:'. The second line continues 'neque irrí- de- ant me in-imí- ci me- i: ét-e-nim uni-vér- si qui te exspéc- tant, non'. The third line begins with 'confun- dén-tur. Ps. Vi- as tu-as, Dómine, demónstra mi-hi: \* et sémi-tas tu-as é-do-ce me.'. The fourth line begins with 'Gló-ri- a Patri, et Fí-li- o, et Spi-rí-tu-i Sancto. \* Sic-ut e-rat in princí-pi- o, et nunc, et semper,'. The fifth line ends with 'et in sæcu- lorum. Amen.'

# GRADUAL

Ps 24: 3, 4

The image shows musical notation for the Latin Mass Hymn 'Ave Maris Stella'. The notation is in a Gothic musical style with square neumes on four-line red staves. The lyrics are written below the staves in a Gothic script. The first staff begins with a large 'U' and an 'i'. The lyrics are: '-ni-vérsi qui te exspéctant, \* non confundéntur, Dómi-ne. 2. Vi-as tu-as, Dómine, no-tas'. The second staff continues with 'fac mi-hi: \* et sémi-tas tu-as édoce me.'

# ALLELUIA

Ps 84: 8

The image shows musical notation for the Sanctus chant. The top staff begins with a large capital letter 'A' followed by the lyrics 'L- le- lú- ia. \* ij.' The music consists of a series of eighth-note pairs and quarter notes in common time. The bottom staff continues the melody with the lyrics 'et sa-lu-tá-re tu- um da nobis.' The notation uses square neumes on four-line red staves.

## OFFERTORY

Ps 24: 1-3

OFFERT. II

A

D te Dómi- ne \* le- vá-vi á- nimam me- am: De-us me- us, in te  
confí- do, non e-ru- bés-cam: ne-que ir- ríde- ant me in-imí-ci me- i: ét- e- nim  
u- ni-vér-si qui te exspéc-tant, non confun- dén- tur.

## COMMUNION

Ps 84: 13

COMM. I

D

O-mi- nus \* da- bit be-nigni-tá- tem: et ter- ra nos-trá da- bit fructum  
su- um.