

Lamb of God, Pure and Holy

Niklaus Decius, tr. composite

Johann Jeep, 1582-1650

The musical score is written for four voices (Soprano, Alto, Tenor, Bass) and a keyboard accompaniment. It is in the key of B-flat major (two flats) and 2/2 time. The lyrics are: "Lamb of God, pure and ho - ly, Who on the cross didst suf - fer Ev - er pa - tient and low - ly,". The score is divided into two systems. The first system covers the first six measures, and the second system covers measures 7 through 12. The keyboard part consists of a grand staff with treble and bass clefs. The lyrics are placed below the vocal staves, with hyphens indicating syllables that span across measures. The piece concludes with a final cadence in the keyboard part.

Lamb of God, pure and ho - ly, Who on the
Lamb of God, pure and ho - ly, Who on the
Lamb of God, pure, ho - ly, Who on the
Lamb of God, pure and ho - ly, Who on the
cross didst suf - fer Ev - er pa - tient and low - ly,
cross didst suf - fer Ev - er pa - tient and low - ly,
cross didst suf - fer Ev - er pa - tient, low - ly,
cross didst suf - fer Ev - er pa - tient and low - ly,

14

Thy - self to scorn didst of - fer All sins Thou

Thy - self to scorn didst of - fer All sins Thou

⁸ Thy - self to scorn didst of - fer All sins Thou

Thy - self to scorn didst of - fer All sins Thou

21

bor - est for us, Else had de - spair reigned o'er us:

bor - est for us, Else had de - spair reigned o'er us:

⁸ bor - est for us, Else had de - spair reigned o'er us:

bor - est for us, Else had de - spair reigned o'er us:

28

1., 2. Have me - rcy on us, O - - - - - Je-
3. Thy peace be with us, O - - - - - Je-

1., 2. Have me - rcy on us, O - - - - - Je-
3. Thy peace be with us, O - - - - - Je-

1., 2. Have me - rcy on us, O - - - - - Je-
3. Thy peace be with us, O - - - - - Je-

1., 2. Have me - rcy on us, O - - - - - Je-
3. Thy peace be with us, O - - - - - Je-

34

- sus! O - - - - - Je - - sus!
- sus! O - - - - - Je - - sus!
- sus! O - - - - - Je - - sus!
- sus! O - - - - - Je - - sus!