

# Agnus Dei

Salvador Giner

$\text{♩} = 96$

S  
A

Ag - nus De - i qui tol - - - lis pec - - - ca - ta mun-di mi-se re-re mi -

O.

Detailed description: This is the first system of the musical score. It features a vocal line for Soprano (S) and Alto (A) and a piano accompaniment (O.). The vocal line begins with a rest for 8 measures, then enters with the lyrics 'Ag - nus De - i qui tol - - - lis pec - - - ca - ta mun-di mi-se re-re mi -'. The piano accompaniment consists of a right-hand part with chords and a left-hand part with a steady eighth-note bass line.

9

S  
A

tol - lis pec - - ca-ta mun - - di mi - se - re - re mi-se-re-re

- se - re - re mi-se re - re no - - mi - se re-re mi-se re-re mi-se re - re

O.

Detailed description: This is the second system of the musical score, starting at measure 9. The vocal line continues with 'tol - lis pec - - ca-ta mun - - di mi - se - re - re mi-se-re-re' and then '- se - re - re mi-se re - re no - - mi - se re-re mi-se re-re mi-se re - re'. The piano accompaniment continues with the same accompaniment pattern.

17

S  
A

no - - - bis. Ag - nus De - i qui tol - - -

no - - - bis. Ag - nus De - i qui tol - - - lis pec - ca-ta mun - di do-

O.

Detailed description: This is the third system of the musical score, starting at measure 17. The vocal line has a rest for 4 measures, then enters with 'no - - - bis. Ag - nus De - i qui tol - - -' and continues with 'no - - - bis. Ag - nus De - i qui tol - - - lis pec - ca-ta mun - di do-'. The piano accompaniment continues.

25

S  
A

lis pec - ca-ta mun - di do-na no - bis do - na no - bis pa - - - cem.

- na no-bis pa - - - cem do - - na no-bis pa - cem do-na no-bis pa - - - cem.

O.

Detailed description: This is the fourth system of the musical score, starting at measure 25. The vocal line continues with 'lis pec - ca-ta mun - di do-na no - bis do - na no - bis pa - - - cem.' and then '- na no-bis pa - - - cem do - - na no-bis pa - cem do-na no-bis pa - - - cem.'. The piano accompaniment concludes the piece.