

Allegro. *Basso:*

SM *Nus. ms.*

U. 83

- 3, 4

Te - deum laudamus

Domini Confi - temur Te et terram patrem

omnis terra vene - ra - tur vene - ra - tur

Tibi omnes an - geli Ti - bi

Ce - li et uni ver - sa pote -

sta - tes Ti - bi Chru - bim

Se - ta phim in ces - sabili voce pro

Pla - mant Sandus

Dominus Sandus Dominus

Deus Taballo pleni sunt Celi et

terra Ma - je - sta - tes glorie Tu - e

Te Marti - rum Can - datis laudat ex

ex tibus tu ex glorie Christe tu ad
 dexteram Dei Sedes tu ad Dextram
 Dei Se = des in glo = ri = a
 pa = tris in glo = ri a pa =
 tris iudex ceteris esse ventu =
 rus

Allegretto

Te ergo quesumus famulis
 tuis subveni quos pretioso sanguine rede
 misti a terra factum sanctis tuis in
 gloria nu me = rari saluum sac popu
 lum tuum Domine Et Benedic = he
 redi tibi tu = a et rege

Handwritten musical score for a Latin liturgical text, featuring ten staves of music with lyrics written below the notes. The text is in Latin and appears to be a prayer or hymn. The notation includes various musical symbols such as clefs, notes, rests, and bar lines. The lyrics are written in a cursive script.

eos es ex tolle illos usque in
ter-num usque in ce-ter-num
Per singulos Dies Bene-
dicimus te et Lau-damus nomen tu-
um in Saeculum Saecu-li
Di-gnare Domine isto Die sine pec-
ca-to nos custo Di-te mise-
re-re nostri Domine misse re-re
no-bis fiat mi-feri Cordia
tua Domi-ne Super nos quem
ad modum spe-ra-vi-mus in te

Allegro:

Fuga

Handwritten musical score for a fugue, featuring six staves with notes and lyrics in Italian. The first staff begins with a treble clef, a key signature of one sharp (F#), and a common time signature (C). The lyrics are written below the notes. The second staff continues the melody. The third staff has a double bar line and then continues. The fourth staff has a double bar line and then continues. The fifth staff has a double bar line and then continues. The sixth staff has a double bar line and then continues.

In te Domine spe-
raui non confundar in æter-
num non confundar in æ-
ter- = = = = = num