

Nunc Dimitis (2nd Service)

William Byrd (1543-1623)

(1545-1625)

Soprano

Alto I *Alto solo*

Alto II

Tenor

Bass

Keyboard

6

S Full
p Ac-cord-ing to thy word. *mf* For mine eyes have seen thy sal-va - ti-on,

A1 Full
p peace ac-cord-ing to thy word. *mf* For mine eyes have seen thy sal-va - ti-

A2 Full
p Ac-cord-ing to thy word. *mf* For mine eyes have seen thy sal-va-ti -

T Full *p*
p Ac-cord - ing to thy word. *mf* For mine eyes have seen thy sal-va-ti -

B Full
p Ac-cord-ing to thy word. *mf* For mine eyes have seen thy sal-va-ti -

13

S Gen-tiles, **f** and to be the glo - ry of thy peo-ple Is - ra - el.

S2 Gen-tiles, **f** and to be the glo - ry of thy peo - ple Is - ra-el.

A1 Gen-tiles, **f** and to be the glo - ry of thy peo - ple Is - ra-el.

A2 Gen-tiles, **f** and to be the glo - ry of thy peo - ple Is - ra-el.

f

15

Full

S **f**Glory be to the Fa-ther, and to the Son, and to the Ho-ly Ghost; As it was in the be -

A1 **Full**

A2 **Full**

T **Full**

B **Full**

fGlory be to the Fa - ther, and to the Son, and to the Ho - ly Ghost; As it was in the be -

fGlory be to the Fa - ther, and to the Son, and to the Ho - ly Ghost; As it was in the be -

fGlory be to the Fa - ther, and to the Son, and to the Ho - ly Ghost; As it was in the be -

fGlory be to the Fa - ther, and to the Son, and to the Ho - ly Ghost; As it was in the be -

22

S ginning, and is now, and ev-er shall be world with-out end. A-

A1 gin - ning, and is now, and ev-er shall be world with - out en A-

A2 gin - ning, and is now, and ev-er shall be world with - out end. A-

T gin - ning, and is now, and ev - er shall be world with-out end. A -

B gin - ning, and is now, and ev-er shall be worldwith - out end. A-

28

S men. And ev-er shall be world with - out end. A - men.

A1 men. And ev - er shall be world with-out end. A - men.

A2 men. And ev-er shall be, world with-out end. A - men. A - men.

T men. And ev-er shall be, shall be world with-out end. A - men.

B men. And ev-er shall be worldwith - out end. A - men.