


4 min.  
3:45

# AVE MARIA

7. SCHUBERT #4  
arr. A.O.B.

Handwritten musical score for Soprano (sop), mezzo-soprano (ms), and alto/contralto (alt cont). The score is in G major (one sharp) and 3/4 time. It includes vocal lines with lyrics and piano accompaniment. The lyrics are: "A - VE MA - RIA - A. gra - ti - a - ple - ma Do - - mi - nus - te - Cum a - ve ma - ri - a - De - me - dic - ta tu - in mu - li". The score is marked with a red circled '1' at the beginning of the second system. The piano part features arpeggiated chords and triplet figures. The manuscript is on aged paper with some staining and a small logo in the bottom left corner.



2

2

Handwritten musical score for a choir or band. The score is written on ten staves, with lyrics in Latin. The music features various rhythmic patterns, including triplets and sixteenth notes. The lyrics are: er — i. bus. et Be — me — die — tus —  
er — i —  
pue — tus. ven — tri — tu — is Je — sus Sanc —  
ta ma — ri — a o — ra pro no — bis. sanc —  
ta — ma — ri — a o. ra pro no — bis —

3



④

Handwritten musical score for a choir, featuring vocal parts and piano accompaniment. The lyrics are: a - ve ma - ri a, ah! - at - a - ve ma - loo loo etc ri a gra - ti - a - ple - na do - mi - nus te - cum, a -

The score includes a piano introduction (marked ③) and a solo section (marked ④). The vocal parts are written for Soprano (Sop), Alto (Alt), and Tenor (Ten). The piano accompaniment is written for the right hand (RH) and left hand (LH). The key signature is one flat (Bb) and the time signature is 4/4.

Handwritten annotations include "solo" and "solo" above the vocal lines, and "sop mg", "alt", and "ten" next to the vocal staves. The piano part includes a "solo" marking above the right hand.





*Solo*  
Bene-dic-ta tu-ri mu-li  
S.M. ve ma-ri ah-ler  
A.C.

*Solo*  
er i-lus sanc-ta ma-ri-a ora pro  
ah et ah  
puis à

*Solo*  
no-bis a-ve ma-ri-a, ah-ah-ah  
Choir M. ah  
Choir A.C.

*Solo*  
a-ve ma-ri-a  
Choir S.M. ah  
Choir AC.

