

Chúa Nhật 26B Thường Niên

Tv. 18: 8, 10, 12-13, 14

Thiên Lý

Musical score for piano showing measures 1-4 of the first system. The key signature is G major (one sharp). The melody consists of eighth-note chords. Measure 1 starts with a G major chord (B3, D4, G4) followed by a half note G4. Measure 2 starts with an Am chord (C4, E4, G4) followed by a half note G4. Measure 3 starts with a D7 chord (G4, B4, D5, F#5) followed by a half note G4. Measure 4 starts with a G major chord (B3, D4, G4) followed by a half note G4.

Đáp: Giới răn Chúa chính trực làm hoan lạc tâm can.

A musical score for a single instrument, likely a guitar or ukulele, featuring a treble clef and a key signature of one sharp (F#). The score consists of four measures. Measure 1 starts with a Bm chord (B, D, G) followed by a dotted half note. Measure 2 starts with an Em chord (E, G, B) followed by a dotted half note. Measure 3 starts with a C chord (C, E, G) followed by a dotted half note. Measure 4 starts with an A7 chord (A, D, F#, C) followed by a dotted half note.

1. Luật pháp Chúa quả là hoàn thiện, bồ súc cho tâm
2. Lòng kính Chúa mãi luôn trong sạch tồn tại đến muôn
3. Dù tôi tớ Chúa quan tâm và tuân giữ các giới
4. Vì xin giữ con khỏi kiêu ngạo đừng để nó trong

Musical score for the first section:

Key signature: D major (one sharp)

Time signature: Common time (indicated by 'C')

Chords: D, Am, Bm, Am⁶

Notes: The melody consists of eighth and sixteenth notes, primarily on the G string.

hồn. Thánh Ý Chúa thật là vũng chắc cho người
đời. Phán quyết Chúa phù hợp chân lý hết thảy
luật. Vẫn có những lỗi chǎng ai hay, xin rửa
con. Lúc đó sẽ ven toàn thanh khiết, khỏi những

A musical staff in G major (one sharp) with a common time signature. It features two measures. The first measure contains a D7 chord, indicated by a Roman numeral 'D7' above the staff. The second measure contains a G chord, indicated by a Roman numeral 'G' above the staff. The notes are quarter notes.

dại	nên	khôn.
đều	công	minh.
sạch	cho	con.
tôi	lỗi	lớn.