

Nocturne a-moll

♩ = 120,000000

Solo

Solo

3

Solo

Solo

5

Solo

Solo

7

Solo

Solo

9

Solo

Solo

Max Permyakov

2

11

Solo

Solo

13

Solo

Solo

15

Solo

Solo

17

Solo

Solo

19

Solo

Solo

21

Solo

Solo

Solo

22 Solo

24 Solo

26 Solo

28 Solo

29 Solo

31 Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

Solo

33

35

36

37

38

39

3

7

7

This musical score is a guitar solo consisting of ten systems of two staves each. The systems are labeled with measure numbers 40, 41, 42, 43, 45, and 48. The notation is written in treble clef with a key signature of one flat (B-flat). The music is characterized by dense, multi-voice textures, often using sixteenth and thirty-second notes. A prominent feature is the use of wide intervals, particularly octaves, which are often sustained with long, sweeping lines. In measure 41, there is a triplet of sixteenth notes. The score includes various articulations such as slurs, accents, and dynamic markings. The piece concludes with a final cadence in measure 49, marked with a double bar line and repeat dots.

Nocturne a-moll

Solo

♩ = 120,000000

5

8

11

13

16

19

21

23

25

Max Permyakov

V.S.

2

27

Solo 3

29

32

35

37

3 3

39

41

3

43

47

Nocturne a-moll

Solo

♩ = 120,000000

4
7
10
13
16
19
22
25
28

Max Permyak V.S.

This musical score is for a guitar solo, spanning measures 30 to 50. It is written in a single system with ten staves. The notation includes various rhythmic patterns, such as eighth and sixteenth notes, and complex chordal textures. Measures 30-35 feature a steady eighth-note pattern. Measures 36-41 introduce more complex textures with some sixteenth-note runs and a triplet in measure 40. Measures 42-47 show dense, multi-voice textures with many notes per staff, often beamed together. Measure 48 is a measure of rest. Measure 49 features a series of chords, and measure 50 concludes with a final chord. The score includes various musical notations such as slurs, ties, and dynamic markings.