

, = respiration. // = pause

# YESTERDAY *Compositeurs: Jhon Lennon/Paul McCartney*

Enchainements. 3-31 puis 17-33

Musical score for the first system of "Yesterday". It features four vocal parts: Soprano, Alto, Tenor, and Bass. The Soprano part starts with a triplet of eighth notes and a dynamic marking of *mp*. The Alto, Tenor, and Bass parts start with a dynamic marking of *p*. The lyrics are: "Yes - ter - day, — All my trou - bles seemed so far — a way." The score includes fingerings (3, 4, 5) and a fermata over the word "day".

Musical score for the second system of "Yesterday". It features four vocal parts: Soprano (S), Alto (A), Tenor (T), and Bass (B). The lyrics are: "Now it looks as though they're here to stay — Oh I be - lieve in - way — Oh I be - lieve in". The score includes fingerings (6, 7, 8) and a fermata over the word "day".

9 10 11

S yes - ter - day - Sud - den - ly — I'm not half the man I

A yes - ter - day - Sud - den - ly — a

T yes - ter - day - Sud - den - ly — a

B yes - ter - day - Sud - den - ly a

12 13 14

S used to be there's a shad - ow hang - ing o - ver me — Oh

A shad - ow hang - ing o - ver me — Ho

T shad - ow hang - ing o - ver me — Ho

B shad - ow hang - ing o - ver me — Ho

15 16 17

S yes - ter - day — came sud - den - ly — Why she

A yes - ter - day — came sud - den - ly — Why she

T yes - ter - day — came sud - den - ly — why — she had to

B yes - ter - day — came sud - den - ly — why she had to

18 19 20

S had to go I don't know, she would - n't say

A had to go I don't know, she would - n't say

T go I do not know, she would not say

B. 8 18 go I do not know, she would not say, she would - n't

21 22 23

S I said some - thing wrong now I long for yes - ter -

A I said some - thing wrong now I long for yes - ter -

T I said some - thing wrong now I long for yes - ter -

B. 8 21 I said some - thing wrong now I long for yes - ter -

24 25 // *mp*

S - day Yes - ter - day

A - day Yes - ter -

T - day Yes - ter -

B. 8 24 - day Yes - ter -

26 27

S love was such an eas - y game — to play —

A - day — I need a

T - day — I need a

B. - day I need a

28 29 30

S Now I need a place to hide a - way — Oh I be - lieve in

A place — to place hide a - way — Oh I be - lieve in

T place — to place hide a - way — Oh I be - lieve in

B. place — to place hide a - way — Oh I be - lieve in

31 32 33

S Yes - ter - day — Mmm —

A Yes - ter - day — Mmm —

T Yes - ter - day — Mmm —

B. Yes - ter - day — Mmm —