

UNTIL THE LAST MOMENT

Composed by
YANNI

Rhapsodic, folk melody - spirited ($\text{♩} = 126$)

mf

poco rall.

Use pedal (with each change of harmony)

a tempo

poco rall.

a tempo

Tremolo
poco rall.

a tempo

cresc.

poco rall.

accel. poco a poco (to slightly faster than original tempo)

(On D.S., skip this measure)

poco rit.

Delicately (♩ = 66)

mp

With a Classical, Mozartean flair

cresc. poco a poco

With determination, stately

mf

D.S.

Sweeping, impassioned

D.S.

Musical score page 14, measures 1-2. The music is in 12/8 time with a key signature of two sharps. The treble and bass staves begin with eighth-note patterns. A fermata is placed over the bass staff at the end of measure 1. The dynamic instruction "cresc." appears above the bass staff in measure 2.

Musical score page 14, measures 3-4. The tempo is marked "Stately". The music continues in 12/8 time with a key signature of two sharps. The bass staff features sustained notes with sixteenth-note patterns underneath. The treble staff has eighth-note patterns.

Musical score page 14, measures 5-6. The tempo is marked "Sweeping". The music remains in 12/8 time with a key signature of two sharps. The bass staff shows eighth-note patterns. The treble staff features sixteenth-note patterns.

Musical score page 14, measures 7-8. The music is in 12/8 time with a key signature of two sharps. The bass staff has eighth-note patterns. The treble staff features sixteenth-note patterns.

Musical score page 14, measures 9-10. The music is in 12/8 time with a key signature of two sharps. The bass staff has eighth-note patterns. The treble staff features sixteenth-note patterns. The dynamic instruction "To Coda ♩" is located above the treble staff.

decresc.
 Rubato ($\text{♩} = 58$)
Loco
Red.
 $\text{♩} = 58$
 p
 1. ($\text{♩} = 104$)
 pp
 2. ($\text{♩} = 104$)
 8va
 mp
 (more present)
 Mysteriously, from a distance
 Middle Eastern spirit
 With pedal
 col 8va bassa

loco

D.S. al Coda

CODA

($\text{d}.$ = d)

mf molto decresc.

Slowly

R&d. al Fine