

NITAYAINUA MACHO

Zab:121:1-8

Eng.Gerald Mussa

Mbezi Louis,Dsm

20/03/2015

Moderato

mf Ni ta ya i nu a ma cho ya — ngu ni ta za me mi li ma

mi li ma

The first system of the musical score is written for piano in 3/4 time, key of D major. It consists of two staves. The melody is in the right hand, starting with a half note D4, followed by quarter notes E4, F#4, G4, A4, B4, C5, and D5. The accompaniment is in the left hand, starting with a half note D3, followed by quarter notes E3, F#3, G3, A3, B3, C4, and D4. The lyrics are written below the notes.

m sa a da wa ngu u ta to ka wa pi u ta to ka wa pi m sa a da

The second system of the musical score continues the melody and accompaniment from the first system. It consists of two staves. The melody is in the right hand, starting with a half note D4, followed by quarter notes E4, F#4, G4, A4, B4, C5, and D5. The accompaniment is in the left hand, starting with a half note D3, followed by quarter notes E3, F#3, G3, A3, B3, C4, and D4. The lyrics are written below the notes.

wa ngu u ka ti ka Bwa na a li ye zi fa nya mbi - ngu na n chi

The third system of the musical score continues the melody and accompaniment from the second system. It consists of two staves. The melody is in the right hand, starting with a half note D4, followed by quarter notes E4, F#4, G4, A4, B4, C5, and D5. The accompaniment is in the left hand, starting with a half note D3, followed by quarter notes E3, F#3, G3, A3, B3, C4, and D4. The lyrics are written below the notes.

21

A si u a che m gu u wa ko u so ge - zwe a si si nzi e a ku li

28

nda ye Naa m ha ta si nzi a wa la ha ta la - la u si ngi zi

35

ye ye a li ye m - li nzi wa I sra e li Bwa na ndi ye m li nzi wa ko Bwa na

41

ni u vu li mko no wa ko wa ku u me, Ju a ha li ta ku pi ga m cha na

47

wa la mwe zi wa ka ti wa u si ku

Bwa na a ta ku li nda na ma ba ya yo

53

a ta ku li nda na fsi ya ko Bwa na a ta ku li nda u to

te

60

ka po u a m ka po ta ngu sa sa na ha ta mi le le

67

ta ngu sa sa na ha ta mi le le.