

# Ныне отпускаеши

Лысенко

The musical score consists of three staves of music for three voices (SSA) and piano. The top staff is for the soprano (S), the middle for the alto (A), and the bottom for the bass (B). The piano part is on the bottom staff.

**1st System:** The key signature is C minor (one flat). The lyrics are: Ны - не от - пу - ща - еши ра - . The vocal parts enter sequentially, starting with the soprano, followed by the alto, and then the bass.

**2nd System:** The key signature changes to G major (no sharps or flats). The lyrics are: Ны - не от - пу - ща - - - еши ра - . The vocal parts continue sequentially.

**3rd System:** The key signature changes to F major (one sharp). The lyrics are: ба Тво-е-го, Вла- ды- ко, по гла-го- лу . The vocal parts continue sequentially.

**4th System:** The key signature changes to E major (two sharps). The lyrics are: ба, Вла- ды- ко, по гла-го- лу . The vocal parts continue sequentially.

**5th System:** The key signature changes to D major (one sharp). The lyrics are: по гла-го- лу . The vocal parts continue sequentially.

**6th System:** The key signature changes to C major (no sharps or flats). The lyrics are: Тво-е- му с ми- ром, я - ко ви - дес- та . The vocal parts continue sequentially.

**7th System:** The key signature changes to B major (one sharp). The lyrics are: Тво-е- му с ми- ром, я - ко ви - дес- та . The vocal parts continue sequentially.

**8th System:** The key signature changes to A major (no sharps or flats). The lyrics are: я - ко ви - дес- та . The vocal parts continue sequentially.

12

о - чи мо - и спа - се - ни - е Тво - е,

о - чи спа - се - ни - е Тво - е,

е - же е -

16

си у - го - то - вал пред ли - цем

всех лю - дей

21

свет во от - кро - ве - ни - е я - зы - ков, и

свет во от - кро - ве - ни - е я - зы -

25

сла - ву и сла - ву лю - дей Тво-их, и сла - ву лю -  
ков,  
сла - ву лю - дей Тво-их,  
сла - ву лю -

29

дей Тво-их Из - ра - и - ля,  
Из - ра - и - ля.  
дей Тво-их Из - ра - и - ля,  
Из - ра - и - ля.