



Please Accept My Love

B. B. King

♪ Niveau 55/100 (Ambitieux)

Word vandaag nog lid van OKTAV Premium!

Koop moeiteloos deze titel of ga gelijk voor een OKTAV Premium-abonnement. Hiermee geniet je van onbeperkte toegang tot onze volledige bladmuziekbibliotheek tegen één vast tarief – bovendien wordt onze collectie speciaal afgestemd op jouw vaardigheden.

[Meer leren](#)

PLEASE ACCEPT MY LOVE

Arranged by
Chris Langdon

by CLARENCE GARLOW

Moderate steady tempo

The piano introduction consists of two staves. The right hand features a series of chords, each with a triplet of eighth notes. The left hand plays a simple bass line with quarter notes. The dynamic marking is *mf*.

KEY F { :s, .d | m .m :f .r || m .d - - - | :s, .d | m .m :f .m }

I don't ev-en know your name. But I love you just the

The first system of the vocal melody is on a single staff. The piano accompaniment is on two staves. The dynamic marking is *mp*. The piano accompaniment features triplet chords in the right hand and a bass line in the left hand.

same..... Dar-ling let me hold your hand

The second system of the vocal melody is on a single staff. The piano accompaniment is on two staves. The dynamic marking is *mp*. The piano accompaniment features triplet chords in the right hand and a bass line in the left hand. A large watermark is visible over this section.

'Till I make you un-der-stand. If you on-ly, on-ly

The third system of the vocal melody is on a single staff. The piano accompaniment is on two staves. The dynamic marking is *mp*. The piano accompaniment features triplet chords in the right hand and a bass line in the left hand.

© Copyright MCMLVIII and MCMLIX by Kamar Publishing Company, U.S.A. All rights reserved
 COMMODORE IMPERIAL MUSIC LTD. 50, New Bond Street, London, W.1. International Copyright Secured
 Any arrangement or adaptation of this composition without the consent of the owner is an infringement of copyright and the
 performance of any parodied version is strictly prohibited. PRINTED IN ENGLAND 759