

Now And Forever

Andante ♩ = 76

Richard Marx

Score for Voice, Steel Guitar, and Bass.

Voice: Treble clef, key of D major, 4/4 time. The melody is simple and lyrical, with lyrics written below the staff.

Steel Guitar: Treble clef, key of D major, 4/4 time. The guitar part features intricate fingerings (e.g., 3, 4, 1, 0, 4, 1, 0, 4, 1, 0) and includes a section labeled "S" (Solo) in the first system. The guitar part is written in a style that suggests a specific playing technique, possibly a "steel" or "slide" style.

Bass: Bass clef, key of D major, 4/4 time. The bass line provides a steady accompaniment, often using triplets and other rhythmic patterns. It includes a section labeled "T" (Trio) in the first system.

Lyrics:

When ev - er I'm wear-y from the bat-tles that rage in my head,
you make sense of mad - ness when my san-i - ty hangs by a thread.
I lose my way, but still you seem to un - der - st - a - nd. Now and for-ev -

Now And Forever

2/17 A m7 D7sus4 D7 G

- er I will be your man.

21 G D/F# Em A m G D/F#

Some-times I just hold you too caught up in me to see

25 G D/F# Em A m G D/F#

I'm hold-ing a for - tune that hea-ven has giv - en to me.

29 C B7 Em D A7

I'll try to show you each and ev - 'ry way I can, now and for-ev -

Now And Forever

33 A m7 D7sus4 D G B7 3

- er, I will be your man. Now I can rest

37 E m C G D E m C G D

— my wor - ries and al-ways be sure that I won't be a - lone — an-y-mo-re,

41 E m C G D A m7 C maj7 C m6

If I'd on-ly known — you were there all the time — all this time.

NylonGuitar Solo

45 G D/F# E m S IV A m G D/F#

1 2 4 1 2 1 2 4 1 2 4 1 4

Now And Forever

49 G D/F# VII Em 1 Am G D/F#

0 3 0 2 3 2 0 0 1 2 0 0 2 3 2 0 3 2 3 2 0 0 3 2 2

53 C B7 Em D A7/C#

Un-til the day the o - cean does - n't touch the sand, now and for-ev -

0 0 1 2 0 0 0 3 0 3 0 2 0 2 4 2 0 2

57 Am7 D7sus4 D G C

- er, I will be your man. now and for-ev-

0 1 0 0 1 3 1 3 2 3 0 0 1 3 1 1 3 1 0 2 0 0 0 0 0 2 4 2 2 0 1 0 2

61 Am7 D7sus4 D C Cm6 G

- er, I will be your man. *rit.*

0 1 0 0 2 2 2 2 0 2 2 0 0 1 1 0 3 4 5 7 0 0 1 3 0 0 2 4 0 0 3 3