

# Combinations of 1-beat 16th notes

♩ = 60

el.guit.

The musical score consists of five staves, each containing four measures of music. The notes are grouped into 15 combinations labeled A through O. Each combination is a 1-beat pattern of 16th notes. The patterns are as follows:

- A:** 16th notes (quarter rest)
- B:** 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- C:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- D:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- E:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- F:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- G:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- H:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- I:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- J:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- K:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- L:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- M:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- N:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest
- O:** quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest, 16th notes, quarter rest