

# Private Investigations

Words & Music by Mark Knopfler

Moderate (♩ = 88)

Em

Bm/D

Arpeggio

A/C#

G/B

F/A

B7/A

Em/G

Gdim

Am6/F#

B7

Em

Em7

(Spoken) It's a mys-te-ry to me  
I go checking out the reports

Bm/D

A/C#

the game— com-men - ces for the us - u - al fee plus ex-pen - ses  
dig - ging up the dirt you get to meet all sorts in this line of work.

G/B

F/A

B7/A

con-fid-ent-ial in-for-ma-tion it's in a dia-ry this is my in-ves-ti-ga-tion  
Treach-er-y and trea-son there's always an excuse for it, and when I find the rea-son

1

Em/G Gdim Am6/F# B7

it's not a pub-lic en-quir-y.  
I still can't get used to it.

2

Gdim Am6/F# B7 Ein D/F#

G D Am

And what have you got at the end of the day, and what have you got

Em D G C D

to take a way a bot-tle of whis-ky and a new set of lies.

C B

blinds on the win-dow and a pain be-hind the eyes.

Em7 Bm/D A/C#

*mf*

G/B F/A B7/A Em/G

Edim Am6 B7 Em

(R.H.)

Gdim Am6/F# B7

(Spoken) Scarred for life no com-pen-sa-tion, (Whispered) pri-vate in-

B7/E N.C.

ves-ti-ga-tions.

*a tempo*

*pp*

*mf*

First system of musical notation, featuring a treble and bass staff with a key signature of one sharp (F#) and a common time signature. The melody in the treble staff includes a triplet of eighth notes.

Second system of musical notation, continuing the piece with triplets and dynamic markings of forte (*f*) and mezzo-forte (*mf*).

Third system of musical notation, including guitar chord diagrams for *Em7* and *Em6*, and a piano (*p*) dynamic marking.

Fourth system of musical notation, featuring guitar chord diagrams for *Em7*, *Emsus4*, and *Em6*, and dynamic markings of forte (*f*) and mezzo-forte (*mf*).

Fifth system of musical notation, including guitar chord diagrams for *Emsus4*, *Em*, *B/F#*, and *Em7*, and dynamic markings of forte (*f*), piano (*p*), and fortissimo (*ff*).

Sixth system of musical notation, concluding the piece with a forte (*f*) dynamic marking.

Em

*f*

8va

*p*

Em7

*pp subito ff*

Em Em6 Em7

*con pedale*

C Em C

*C Em C*

Em

*p*

Pedal fade