

A Fairy's Lovesong

- a Celtic melody -

voor 4-stemmig koor en piano

arrangement Michel Erens

1996

M.M. = 84

Piano R
piano

Piano L

S
mp Why should I sit and sigh, pu' - in brack - en pu' - in brack - en ?

A
Why should I sit and sigh, *p* pu' - in brack - en pu' - in brack - en ?

T
p paa - pa paah paa - pa paah

B
p paa - pa paah paa - pa paah

pp

9

S
Why should I sit and sigh, *p* on the hill - side drear - y ?

A
Why should I sit and sigh, *p* on the hill - side drear - y ?

T
p paa - pa paah *pp* paa - pa pa paah

B
paa - pa paah *pp* paa - pa pa paah

Piano R

Piano L

M.M.= 94

13

S *mp* When I see the plo - ver ri - sing, or the cur - lew weel - ing,

A *mp* When I see the plo - ver ri - sing, or the cur - lew weel - ing,

T *p* paa - pa paa - pah paa - pa paa - pah

B *p* paa - pa paah paa - pa paah

Piano R *p* 2 1 4 1 2 3

Piano L *p* 3

17

S than I trow my mor - tal lo - ver, back to me is steel - ing.

A than I trow my mor - tal lo - ver, back to me is steel - ing.

T *p* paa - pa paa - pah pa pa pa pa pah

B paa - pa paah pa pa pa pa pah

Piano R 2 1 3 5 2

Piano L 3

21

S *p* paa - pa paa - pa paa - pa pah pa
 A *p* paa - pa paa - pa paa - pa pah pa
 T *mf* Why should I sit and sigh, pu' - in brack - en pu' - in brack - en ?
 B *p* paa - pa paa - pa paa - pa pah pa
 Piano R *4* *1*
 Piano L

25

S paa - pa pah pa paa - pa pa paa - pah
 A paa - pa pah pa paa - pa pa paa - pah
 T Why should I sit and sigh, all al - one and wear - y ?
 B paa - pa pah pa paa - pa pa paa - pah
 Piano R
 Piano L

S *p* why why why why
 A *mf* Why should I----- sit and sigh,---- why should I----- sit and sigh,---
 T *mf* Why should I----- sit and sigh,---- why should I----- sit and sigh,---
 B *p* why why why why
 Piano R 2 4 1 3 1 2 4 1
 Piano L

S why why should I be all al - one and wear - y, and
 A why should I-- sit and sigh,---- all al - one and wear - y, and
 T *8* why should I-- sit and sigh,---- all al - one and wear - y, and
 B why should I be all al - one and wear - y, and
 Piano R *p* *f* *p*
 Piano L