

# Come To My Garden

[Warn] Colin: "You must come back tomorrow afternoon after you're through working, and have supper with me and tell me everything you've done."

Mary: "I'd like that. Goodnight, then."

[Cue] Colin: "Goodnight, Mary"

[Mary starts to exit]

**Andante con moto**

1 (Vln 2) (Vln 1) 2 3 4

(Vlns/Vla)

(Fndr/Rhdes/Celesta) 10

(Fl) (Ob)

*p* (+ "Hp" gliss/Mark tree) (Cl) *poco rit. -----*

(Cl/Hp/Fndr)

Detailed description: This musical score is for the first section of the piece, marked 'Andante con moto'. It consists of five staves. The top staff is for Violins 1 and 2, with measures 1, 2, 3, and 4 indicated. The second staff is for Flute, Oboe, and Clarinet, with measure 10 marked. The third and fourth staves are for Piano and Celesta/Harp, with dynamics *p* and *poco rit.* indicated. The bottom staff is for Clarinet, Harp, and Fiddle, with measure 10 marked.

**A tempo**

5 Lily: *mp* 6 7 8

Come to my gar - den Nest - led in the hill

(Fl) *pp*

("Hp"/"Celesta") *p*

("Gtr")

Detailed description: This musical score is for the second section, marked 'A tempo'. It consists of five staves. The top staff is for the vocal line, with measures 5, 6, 7, and 8 indicated. The lyrics are 'Come to my gar - den Nest - led in the hill'. The second staff is for Flute, with dynamics *pp*. The third staff is for Harp/Celesta, with dynamics *p*. The bottom staff is for Guitar.

9 10 11 12

There I'll keep you safe be - side me

(+Ob) *mp*

*poco rit.*-----

13 **A Tempo** 14 15 16

Come to my gar - den Rest there in my arms

(Ob)

(+Vln 1)

(Hp/Stgs)

(+Cl)

(+Hrn)

17 18 19 20 21

There I'll see you safe - ly grown and on your way.

(Vln)

(+Ob) *pp*

(Cl)

(Hrn) (+"Gtr") (Vla)

("Hp")

(Fl) *pp*

23 24 25

Stay there in my gar - den — Where love grows free and — wild.

(Vln) (Fl) (Hn)

(Pno)

26 27 28

Come to my gar - den Come sweet

(Cl) (Vlns) (Ob) (+Hns) ("Hp") ("Gtr")

*poco rit.*

*pp*

**A Tempo**

29 30

child. Lift me

(Stgs) (+MkTree/SusCym) (+Cl) (+Tpt) ("Hp" gliss)

(Fl/Ob) (+Hn)

*Colin: mf*

*poco accel.*