



16

C1 O - ri-an, Why left we off our play - ing, to gaze, to gaze on

C2 Why left we off our play - ing? On

A Why left we off our play - ing, To gaze, to gaze on

CT

T

B Why left we off our play - ing? On

21

C1 them that Gods as wel as men a - maze?

C2 them that Gods as men a - maze? Up Night - in-gale and

A them that Gods as men a - maze?

CT

T

B them that Gods as men a - maze?

27

C1 Jug Jug Jug Jug Jug Jug Lark raise thy

C2 sing, Jug, Jug Jug, Jug, Jug, Jug,

A Jug Jug Jug Jug Jug, Jug, Jug,

CT Jug, Jug, Jug, Jug, Jug, Jug,

T

B Jug, Jug, Jug, Jug,

†) Editor's reconstruction.

31

C1 note, thy note and wing, All birds, all birds their Mu - sick

C2 all birds, All birds their Mu - sick

A Thy note [and wing, all birds, all birds their Mu - sick

CT

T

B All birds their Mu - sick

37

C1 bring,

C2 bring, Re - cord from eve - ry bush,

A bring, Sweet] Rob-in, Lin-nit, Thrush, The Wel-come of the

CT

T

B bring,

43

C1 The wel-come of the King and Queene, Whose like were nev - er seene for

C2 Whose like were nev - er seene for

A King and Queene, Whose like were nev - er seene for

CT

T

B Whose like were nev - er seene for

†) Editor's reconstruction.

48

C1 good and faire, Nor can be though fresh

C2 good and faire, Nor can be though fresh

A good and faire, nor can be nor can be though fresh

CT

T

B good and faire, though fresh

53

C1 May should eve - ry day, should eve - ry day, in - vite a sev - eral

C2 May should eve - ry day, should eve - ry day in - vite a sev - eral paire, in - vite a

A May should eve - ry day, should eve - ry day, in - vite a sev - eral paire, in -

CT

T

B May should eve - ry day, should eve - ry day,

58

C1 payre, a sev - eral paire, in - vite, in - vite a sev - eral paire

C2 sev - eral sev - eral paire, in - vite, in - vite a se - ve - - rall paire

A vite a sev - eral paire, [*in - vite, in - vite* a sev - eral paire]

CT

T †)

B in - vite, in - vite a se - ve - rall paire

\*) See Urtext Edition, critical notes.

†) Editor's reconstruction.