

Vocal score

# Mary's Lullaby

Lilting ♩ = 54

Andrew TOOVEY

Voices      *p*

6

11 *mf*

15

19 *Faster* *mf*

23

26

30

The musical score consists of ten staves of music. The first staff is for 'Voices' in 4/4 time, starting with a piano dynamic (p). The second staff continues the vocal line. The third staff introduces 'Voice 1' and 'Voice 2'. The fourth staff shows both voices singing together. The fifth staff features 'Voice 1' again. The sixth staff has 'Voice 2'. The seventh staff returns to 'Voices'. The eighth staff is for 'Voice 1'. The ninth staff has 'Voice 2'. The tenth staff concludes with both voices. The score includes lyrics such as 'Sleep my ba-by sleep, the won-der of it all is', 'all I un-der- stand and all I need to know.', 'Sleep my ba-ba - by.', 'Shep-herds leave their flocks and the whole sky's a glow.', 'Sleep sleep', 'Sleep sleep', 'while my love pro-tects you, sleep my bab - by sleep till the mor-ning bless you.', 'Sleep my ba-ba - by sleep', 'Sleep my ba-ba - by sleep', 'Sleep my ba-ba - by sleep', and 'Sleep my ba-ba - by sleep'. Dynamic markings include *p*, *mf*, and *Faster*.

**Slower**

33  
Voice 1      til the mor-ning bless you.

Voice 2      sleep my ba-by sleep.

38 **Verse 2**  
*mp*  
Voice 1      Sleep while my love pro-tects you from ha-tred and en-vy and scorn, sleep while the cat-tle car-ess you

Voice 2      *mp*

41  
Voice 1      with their breath that is fra-grant and warm. Sleep sleep

Voice 2      Sleep til mor-ning bless you

44  
Voice 1      sleep sleep sleep

Voice 2      with sun-light and bird song sleep till the cool winds kiss you, and kings come ri-ding a-long.

48  
Voices      Pro-phets fore-saw your com-ing, An an-gel fore-told your birth. and God has de-creed

52  
Voices      that your pre-sence is the bord-ing of Heav-en and earth. Then sleep my ba-by sleep at

56  
Voices      peace her and at rest. The star of the morn-ing the bright-est and the best. so

59  
Voices      sleep my ba-by at peace and at rest sleep sleep.

*Repeat a few times and fade out*