

12

S 1 *mp* *mf*
on the hills Light's rays re - cede from us The day con - ceals con - ceals its bril - liant

S 2 *mp* *mf*
on the hills Light's rays re - cede from us The day con -

A 1 *mp* *mf*
on the hills Light's rays re - cede from us The day con - ceals con - ceals its bril - liant

A 2 *mp* *mf*
on the hills Light's rays re - cede from us The day con -

Pno. *mf*

18

S 1
face, and dark night co - vers up the fields, Black sha - dows creep up -

S 2
ceals con - ceals its bril - liant face, and dark night co - vers up Black sha - dows creep

A 1
face, and dark night co - vers up the fields, Black sha - dows

A 2
ceals con - ceals its bril - liant face, and dark night co - vers up the fields,

Pno.

22 *rit.*

S 1 on the hills Light's rays re - cede from us,

S 2 up - on the hills Light's rays re - cede from us

A 1 creep up - on the hills Light's rays re - cede from us

A 2 creep up - on the hills Light's rays re - cede from us

Pno. *rit.*

Distraught with curiosity ♩ = 80

27 *mf*

S 1 Why do these bright rays spar - kle in the night? Why does fine flame as - sault the land?

S 2 Why do these bright rays spar - kle in the night? Why does fine flame as - sault the land?

A 1 Why do these bright rays spar - kle in the night? Why does fine flame as - sault the land?

A 2 Why do these bright rays spar - kle in the night? Why does fine flame as - sault the land?

Distraught with curiosity ♩ = 80

27 *8va* *mf*

Pno.

31

S 1 Why do these bright rays spar - kle in the night? Why does fine flame as - sault the land

S 2 Why do these bright rays spar - kle in the night? Why does fine flame as - sault the land

A 1 Ah spar - kle in the night? Why does fine flame as - sault the land

A 2 Ah spar - kle in the night? Why does fine flame as - sault the land

Pno. (8va)

35

S 1 With - out a thun - der - cloud can light - ning rise rise from the earth up toward the

S 2 With - out a thun - der - cloud can light ning rise rise from the earth up toward the

A 1 With - out a thu - der - cloud can light - ning rise rise from the earth up toward the

A 2 With - out a thun - der - cloud can light ning rise rise from the earth up toward the

Pno.

39 *ff* celestial

S 1

hea - - - - -

S 2

hea - - - - -

A 1

hea - - - - -

A 2

hea - - - - -

Pno.

42

S 1

S 2

A 1

A 2

Pno.

6

Meno mosso; With great wonder

45

S 1 *p* How can it be steam gives birth to fire from win - ter's

S 2 *p* How can it be that fro-zen steam gives birth to fire from win -

A 1 *p* How can it be steam from win-ter's

A 2 *p* How can it be steam from win - ter's

vens? vens? vens? vens?

Meno mosso; With great wonder

45

Pno.

A tempo I ♩ = 75

mf

50

S 1 Why do these bright rays spar - kle

S 2 Why do these bright rays spar - kle

A 1 *mf* The day con -

A 2 *mf* The day con -

depths? How? ter's depths? How? depths? How? depths?

A tempo I ♩ = 75

mf

50

Pno.

56

S 1 in the night? Why does fine flame as - sault the land? With - out a thun - der - cloud can light - ning rise

S 2 in the night? Why does fine flame as - sault the land? With - out a thun - der - cloud can light - ning rise

A 1 ceals con - ceals its bril - liant face, and dark night co - vers up the fields, Black sha - dows creep up -

A 2 ceals con - ceals its bril - liant face, and dark night co - vers up the fields, Black sha - dows creep up -

Pno.

61

S 1 rise up Light's rays re - cede from us Be - fore us gapes a well of stars

S 2 rise up Light's rays, How can it be fro - zen steam? Be - fore us gapes a well of stars

A 1 on the hills Light's rays re - cede from us Be - fore us gapes a well of stars

A 2 on the hills Light's rays re - cede from us Be - fore us gapes a well of stars

Pno.

Musical score for voices and piano. The score is in G major (one sharp) and 4/4 time. It consists of five staves: S1, S2, A1, A2, and Pno. The lyrics are: "stars", "fa-thom-less", "stars", "stars". The score includes dynamic markings such as *pp* and *rit.* (ritardando). The piano part features a complex accompaniment with chords and arpeggios. A large watermark "Perusal Only" is overlaid on the score.

Perusal Only