

Spring and Fall

Gerald Manley Hopkins [1844-89]

David Van Vactor

Andante, con moto ♩ = 68

p
Mar-gar-et, are you griev - ing Ov - er Gol - den - grove un -

p

Detailed description: This system contains the first two staves of the musical score. The top staff is the vocal line, starting with a piano (*p*) dynamic. The bottom staff is the piano accompaniment, also starting with a piano (*p*) dynamic. The music is in 4/4 time and begins with a key signature of one sharp (F#).

leav - ing Leaves, like the things of man, you with your fresh thoughts care for, can you?

cresc.

cresc.

Detailed description: This system contains the third and fourth staves. The vocal line continues with a crescendo (*cresc.*) dynamic. The piano accompaniment also features a crescendo (*cresc.*) dynamic. The key signature changes to one flat (Bb) at the start of the second staff.

Ah! as the heart grows old - er, It comes to such sights cold - er.

f

f *dim.*

Detailed description: This system contains the fifth and sixth staves. The vocal line begins with a forte (*f*) dynamic. The piano accompaniment also starts with a forte (*f*) dynamic and then gradually decreases to a diminuendo (*dim.*) dynamic. The key signature remains one flat (Bb).

By and by, nor spare a sigh Though worlds of wan - hood leaf - meal lie; And

p *cresc.* *mf*

p *cresc.* *f*

Detailed description: This system contains the seventh and eighth staves. The vocal line starts with a piano (*p*) dynamic, increases to a mezzo-forte (*mf*) dynamic, and then reaches a forte (*f*) dynamic. The piano accompaniment follows a similar dynamic progression from piano (*p*) to forte (*f*). The key signature changes to two sharps (D major) at the start of the second staff.

14 you will weep and know why. Now no mat-ter, child, the name:

18 Sor-row's springs are all the same. Nor mouth had, no nor mind ex-pressed What heart heard, ghost guessed:

cresc. *poco allarg.* *f sosten.*

Tempo giusto sempre

22 It is the blight man was born for, It is Mar-gar-et you

26 mourn for. Ah