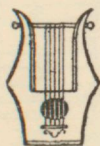


11436

BLONDIIN SA OLED INGEL

Fox-trot

Muusika ja sõnad:
HARRY JAKOBSON



Fr. R. Kreutzwald'ala.
Eesti NSV
Rahva- ja
Muusikakogu

TALLINN 1934

Blondiin — sa oled ingel.

Fox-trot.

Moderato.

Harry Jakobson.

The first system of the score is a piano introduction. It consists of two staves: a treble clef staff and a bass clef staff. The music is in 2/4 time and begins with a forte (*ff*) dynamic. The melody is primarily in the treble clef, featuring eighth and sixteenth notes, while the bass clef provides a steady accompaniment of quarter notes.

The second system contains the first line of the vocal melody and its piano accompaniment. The vocal line is on a treble clef staff with lyrics in Estonian. The piano accompaniment is on two staves (treble and bass clef). The dynamics range from *f* to *mf*. The lyrics are: "Mi-nul on tut-tav kee-si väi-ke. tal-le teen va-hest
Va-hest mu väi-ke uh-ke La-dy. jon-nib ja tõs-tab

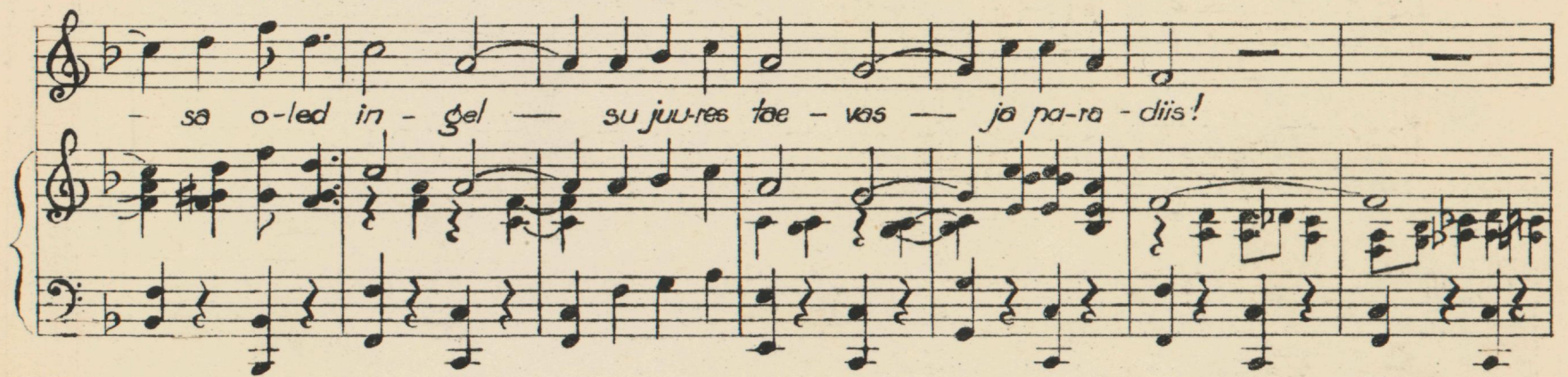
The third system contains the second line of the vocal melody and its piano accompaniment. The vocal line is on a treble clef staff with lyrics in Estonian. The piano accompaniment is on two staves (treble and bass clef). The lyrics are: "Kü-las-käi-ke kui suud-lust sää-l tall pa-lun ma,
häältki vei-di kui hül-jan sää-l ta soo-vid ma,

The fourth system contains the refrain of the song. It starts with the word "Refrain" centered above the vocal line. The vocal line is on a treble clef staff with lyrics in Estonian. The piano accompaniment is on two staves (treble and bass clef). The dynamics range from *p* to *f*. The lyrics are: "siis vas-tu nae-rab ta... Tee, mis teed siis! Blon-diin — sa o- led
siis vas-tu nu-tab ta...

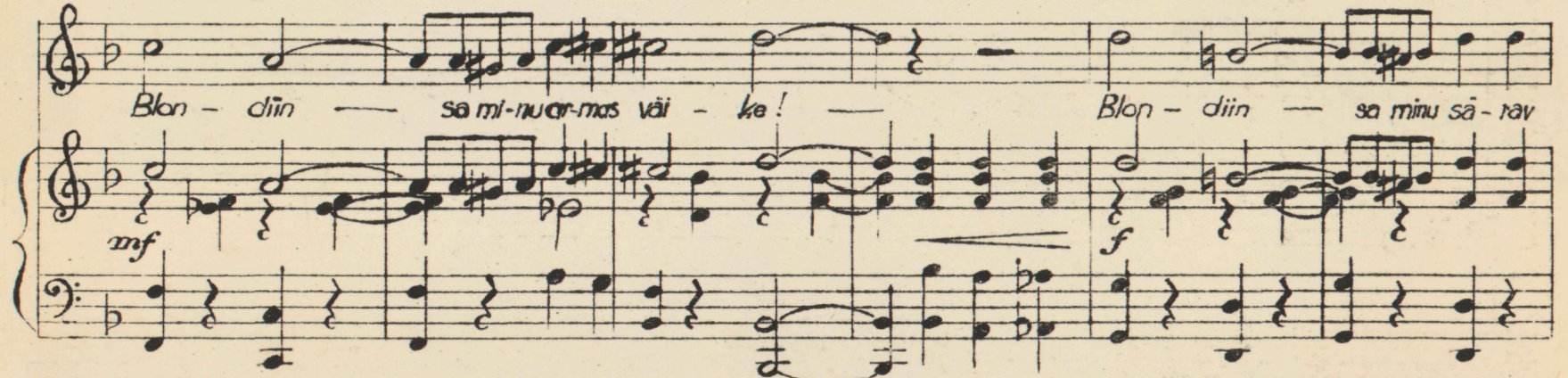
in - gel — , nii vee-lev ar - mas — , kuid siis-ki nii kap-riis! Blon - diin



— sa o-led in - gel — su juu-res tae - vas — ja pa-ra - diis!



Blon - diin — sa mi-nuar-mas väi - ke! — Blon - diin — sa minu sä - rav



päi - ke! Blon - diin — sa o-led in - gel — Su - juu-res



tae - vas — ja pa-ra - diis! diis!



