

This arrangement for Elektra Women's Choir
THE CIRCLE GAME
for S.S.A.A. voices, a cappella

Arranged by
KATE MACCOLL

Words and Music by
JONI MITCHELL

Gently, with a rhythmic pulse (♩ = ca. 112-120)

SOLO

SOPRANO I *mf*
Doo doo — doo doo — doo doo —

SOPRANO II *mf*
Bah dah dah — bah dah dah — bah dah dah — bah dah dah —

ALTO I *mf*
Doo doo — doo doo — doo doo —

ALTO II *mf*
Dmm bah — dah dmm bah — dah dmm bah — dah

4 *mf*
Yes - ter - day, a child came out to won - der.

p
dmm doo — dmm doo — doo doo —

p
doo — dmm doo — bah dah dah —

p
dmm doo — dmm doo — doo doo —

p
dmm doo — dmm doo — dmm bah — dah

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— Caught a drag - on - fly in - side —

doo doo — dmm doo — dmm doo —

bah dah dah — dmm doo — dmm doo —

doo doo — Caught a dra - gon - fly in - side —

dmm bah — dah dmm doo — dmm doo —

mp

10

12

— a jar. — Fear - ful when the

doo doo doo doo doo dah — dah dmm doo —

doo doo doo doo doo dah — dah dmm doo —

— a jar. — dmm doo —

dmm doo — dmm dah — dah bah dmm doo —

p



sky was full of thun - der, and tear - ful at the

dmm doo thun - der *doo doo doo* *mmm*

dmm doo thun - der *doo doo doo* *mmm*

dmm doo thun - der *dmm bah dah mmm*

dmm doo thun - der *dmm bah dah mmm*

(end solo)

fall - ing of a star.

pp *mf*

pp *mp*

pp *mp*

pp *mp*

ooh ah And the

ooh ah And the

ah And the

ah And the

star ah And the

20

SOP. I

sea - sons, they go 'round and 'round, and the paint - ed po - nies go

SOP. II

bah dp bah__ dp bah 'round and 'round, and the *bah dp bah__ dp bah*

ALTO I

bah dp bah__ dp bah 'round and 'round, and *bah dp bah__ dp bah*

ALTO II

bah dp bah__ dp bah 'round and 'round, and *bah dp bah__ dp bah*

23

up and down. *mp* doo dah__ doo

up and down. We're cap - tive on a car - ou - sel__ of

dah dmm dah We're cap - tive on a car - ou - sel__ of

dah dmm dah dmm dah__ doo

26

time. *cresc.* dah dah__ dah doo dah__

time. *mp* *cresc.* bah dah bah dah dah__ dah doo dah__

time. dah dah__ dah We can't re - turn, we can

time. *cresc.* bah dah bah dah dah__ dah dmm dah__

29 *mf* *mp*
 on - ly look__ be - hind ah oh
 on - ly look__ be - hind ah 'round,__ 'round,__ and
 on - ly look__ be - hind from where we__ came, and go 'round and
mf *mp*
 doo ah ah oh__ round and

33 *p*
 oh__ ah__
 'round ah__ bah dah__ bah dah__
 'round ah__ bah dah__ bah dah__
 'round in the cir-cle game. ah__

37 *sub p* *mf* *p*
 Ah__ ah__ ah__
 Then the child moved ten times 'round the sea - sons.__ ah dah__
sub p
 Dmm dah__ dah dmm dah__ dah dmm dah__ dah dmm dah__ dah
sub p
 Dmm dah__ dah dmm dah__ dah dmm dah__ dah dmm dah__ dah

41 *mf*

Skat - ed o - ver ten clear fro - zen streams.

dah dah dah dah dah

dmm dah dah dmm dah dah dah dah dah

dmm dah dah dmm dah dah dah dah dah

45 *p* *mf* *mf*

ah ah ah and

Words like, "when you're old - er," must ap - pease him and

dmm dah dah dmm dah dah dmm dah dah dah dah

dmm dah dah dmm dah dah dmm dah dah dah dah

49 *p* *p* *mf* *mf*

prom - is - es ah oh

prom - is - es ah doo doo doo doo

doh of some - day make his dreams. doo

doh of some - day make his dreams. doo oh

53

mf

Six - teen springs — and six - teen sum - mers gone now.

mp

Ah gone now.

Six - teen springs — and six - teen sum - mers gone now.

mp

Ah gone now.

56

Cart-wheels turn to car wheels — through the

mp dah bah dah bah dah bah dah bah Cart-wheels turn to car wheels — through the

mp dah bah dah bah dah bah dah bah Cart-wheels turn to car wheels — through the

Cart-wheels turn to car wheels — through the

59

town. And they tell him take your time.

town. And they tell him ah

town. And they tell him ah

town. And they tell him take your time.

62

It won't be long now, ooh

ooh

ooh

ooh til you

It won't be long now, til you

65

drag your feet oh ah And the

drag your feet oh ah ah

drag your feet to slow the circles down. ah And the

drag your feet to slow the cir-cles down. ah

69

sea - sons, they go 'round and 'round, and the paint - ed pon - ies go

Bah dp bah dp bah dah dah bah dp bah dp bah

sea - sons, they go 'round and 'round, and the paint - ed pon - ies go

Bah dp bah dp bah dah bah dah dah bah dp bah dp bah

up and down.

f

dah We're cap - tive on the car - ou - sel of

up and down. We're cap - tive on the car - ou - sel of

dah dah dah dmm dah dah dmm dah dah

mf

doo doo doo doo

time. *mf* doo doo doo We can't re - turn, we can

time. *mf* doo doo doo We can't re - turn, we can

time dah doo doo doo dmm dah dah

f

doo doo doo doo and go

on - ly look be - hind from where we came, and go

on - ly look be - hind from where we came, and go

doo doo doo and go

81

decesc.

'round and 'round__ and 'round._____ bah dah__ bah dah

decesc.

'round and 'round__ and 'round._____ bah _____

decesc.

'round and 'round__ and 'round in the cir - cle game.

decesc.

'round and 'round__ and 'round in the cir - cle game.

84 SOLO

85 *f*

So, the years spin by and now__ the boy__ is

SOP. I *mp*

bah dah__ bah dah Bah dah__ bah dah bah dah__ bah dah

SOP. II *mp*

bah dah bah dah Bah dah__ bah dah bah dah__ bah dah

ALTO I *mp*

Bah _____ bah _____

ALTO II *mp*

ah Dmm dmm _____



twen - ty. _____ Though his dreams have lost some

twen - ty _____ bah dah — bah dah bah dah — bah dah

twen - ty, thir - ty _____ bah dah — bah dah bah dah — bah dah

twen - ty, thir - ty, fif - ty _____ bah _____ bah _____

twen - ty, thir - ty, fif - ty, eight - y *dmm* *dmm*

gran - deur com - ing true. _____ There'll be

bah dah — bah dah *doo doo doo doo*

bah dah — bah dah *doo doo doo doo doo*

bah _____ *doo doo doo doo doo* *f* There'll be

dmm *dmm* *dmm*

93

new dreams, may-be bet-ter dreams, and plen-ty.

mf dah dah

ah dah bah dah bah dah dah bah dah bah dah

mf ah bah dah bah dah dah bah dah bah dah dah bah dah bah dah

new dreams, may-be bet-ter dreams, and plen-ty.

mf bah bah

dmm dmm dmm

96

(end solo) *more relaxed*

ooh *p more relaxed*

doo be-fore the last re-volv-ing year is

p more relaxed

doo be-fore the last re-volv-ing year is

p more relaxed

be-fore the last re-volv-ing year is

p more relaxed

be-fore the last re-volv-ing year is

mp a tempo

through. doo doo — doo dah dah —

mp a tempo

through. Doo — doo doo — doo dah dah —

mp a tempo

through. Doo doo doo doo doo doo — doo dah bah dah bah dah

mp a tempo

through. Doo — doo doo — doo dah dah —

mf

dah dah — dah — they go 'round and 'round, and the

mf

dah dah — And the sea - sons, they go 'round and 'round, and the

mf

dah dah — And the sea - sons, they go 'round and 'round, and

mf

dah dah — dah — they go 'round and 'round, and

107 *mp*

paint - ed po - nies go up and down. dah dah —

mp

bah dp bah — dp bah up and down. We're cap - tive on a

mf

bah dp bah — dp bah dah dmm dah We're cap - tive on a

mp

bah dp bah — dp bah dah dmm dah dmm dah —

108

doo _____ time. dah dah dah

car - ou - sel _____ of _____ time. *mp* bah dah bah dah dah dah

car - ou - sel _____ of _____ time. dah dah dah

doo _____ time. bah dah bah dah dah dah

111

mf dmm dah _____ on - ly look _____ be - hind

mf dmm dah _____ on - ly look _____ be - hind

mf We can't re - turn, we can on - ly look _____ be - hind from where we _____

dmm dah _____ doo ah

114

mp ah _____ oh _____ 'round _____

mp ah _____ 'round _____ and 'round _____ and 'round _____

came, and go 'round and 'round in the cir - cle

mp oh _____ oh _____ 'round _____ and 'round in the cir - cle

117

rit.
bah dah dah — doo And go 'round — and 'round — and 'round —

rit.
doo doo — doo And go 'round — and 'round — and 'round —

rit.
game. — And go 'round — and 'round — and 'round —

rit.
game. doo — doo doo And go 'round — and 'round — and 'round —

120

a tempo
in the cir-cle game. Dah dah —

a tempo
in the cir-cle bah dah dah — bah dah dah —

a tempo
in the cir-cle game. doo — doo doo —

a tempo
in the cir-cle game. doo — doo dmm doo — doo

123

rit.
dah dah — doo

rit.
bah dah dah — bah dah doo —

rit.
doo doo — doo

rit.
dmm doo — doo doo