

WHEN THE BEES ARE BUSY BUZZING IN THE BUSY BEE TIME



BY AL HARRIMAN

Vp-013595
1913
WREN



When The Bees Are Busy Buzzin' In 'The Busy Bee' Time

AL HARRIMAN

Moderato Not too fast

The lit - tle stars are shin - ing
Now don't be an - gry dear at

Vamp

up a - bove Come lis - ten dear - y to my tale of love just
what I've said Now don't be cross and shake your pret - ty head don't

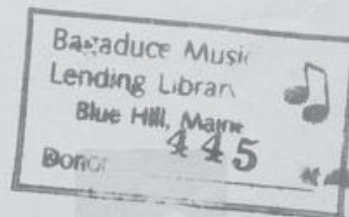
you and me Spoon - ing here to - geth - er just as
turn - a - way Lis - ten to me dear - ie while to

hap - py as can be Come put your arms a - round me
you I soft - ly say Just nest - le close to me and

hold me tight And squeeze me hon - ey just a
hold my hand It would - n't take you long to

lit - tle might Don't be so shy I
un - der - stand The joy and bliss Just

know that you could love me if you try
puck - er - up and let me steal a kiss



CHORUS

When the bees are bus - y buz - zin' in the bus - y bee time And the

hum - min' birds are hum - min' 'round the hon - ey suck - le vine

Birds are sing - ing bird - y songs Up in the trees, as they

rock a bye ba - by on the sum - mer breeze, Then I'll

The musical score is written for a vocal line and piano accompaniment. The key signature has two flats (B-flat and E-flat), and the time signature is 4/4. The vocal line is written on a single staff with a treble clef. The piano accompaniment is written on two staves (treble and bass clefs). The score is divided into four systems, each corresponding to a line of lyrics. The first system ends with a double bar line. The second system ends with a double bar line. The third system ends with a double bar line. The fourth system ends with a double bar line. The piano accompaniment features a steady bass line and a more active treble line with chords and single notes.

tell you pret - ty sto - ries 'bout a love that's true All a - bout a lov - in' man who

loves just you Look in - to my eyes and say that

you'll be mine When the bees are bus - y buz - zin' in the

1 bus - y bee time When the 2 bus - y bee time.