

We be Souldiers three,

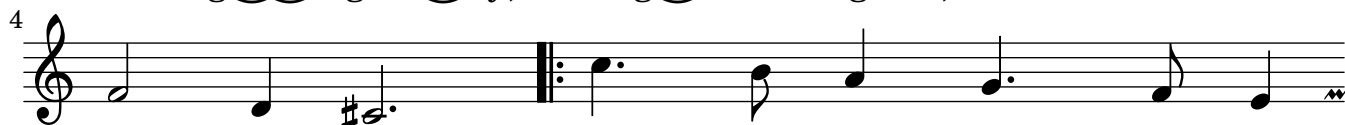
From "Deuteromelia" (1609)

TREBLE.

Thomas Ravenscroft



1. We be Soul - diers three, *Par-don-a moy je*
2. Here Good fellow I drinke to thee,
3. And he that will not pledge me this,
4. Charge it a - gaine boy, charge it a - gaine,



vous en pree, Late - ly come forth of the
To all good Fel - lowes where ev -
Payes for the shot what e -
As long as there is a - ny



low coun - try, with ne - ver a pen - ny of mon - y.
Fa la la la lau ti do dil - ly.
er they be,
ver it is,
incke in thy pen



We be Souldiers three,

From "Deuteromelia" (1609)

TENOR.

Thomas Ravenscroft

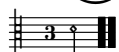


1. We be Soul-diers three, *Pardona moy je vous en pree,*
2. Here Good fellow I drinke to thee,
3. And he that will not pledge me this,
4. Charge it againe boy, charge it a - gaine,



Late - ly come forth of the low country, with ne-ver a penny of mony.
 Fa la la la lau ti do dil-ly.

To all good Fel-lowes where ev - er they be,
 Payes for the shot what e - ver it is,
 As long as there is a - ny incke in thy pen



We be Souldiers three,

From "Deuteromelia" (1609)

BASSVS.

Thomas Ravenscroft



1. We be Soul-diers three, *Pardona moy je vous en pree,*
2. Here Good fellow I drinke to thee,
3. And he that will not pledge me this,
4. Charge it againe boy, charge it a - gaine,



Late - ly come forth of the low country, with ne-ver a penny of mony.
 Fa la la la lau ti do dil-ly.

To all good Fel-lowes where ev - er they be,
 Payes for the shot what e - ver it is,
 As long as there is a - ny incke in thy pen

We be Souldiers three,

From "Deuteromelia" (1609)

Thomas Ravenscroft

1. We be Soul-diers three, *Par-don-a moy je vous en pree,*

1. We be Soul-diers three, *Par-don-a moy je vous en pree,*

⁸ 1. We be Soul-diers three, *Par-don-a moy je vous en pree,*

Late-ly come forth of the low coun-try, with ne-ver a pen - ny of mon-y.

Late-ly come forth of the low coun-try, with ne-ver a pen - ny of mon-y.

⁸ Late-ly come forth of the low coun-try, with ne-ver a pen-ny of mon-y.