

Swelters

Vic Chesnutt

after the splice
when the temperature's nice
after the patch
when everything's a match
after the patch

after the edit
when it's had time to set
when it's smooth
then it's time to move
when it is smooth

go consult your elders
look into the thatch
any day that swelters
there's still some shelter
beneath the hatch

go consult your elders
look into the thatch
any day that swelters
there's still some shelter
beneath the hatch

after the cool
when it's wound on the spool
when it's spent
you're rarely glad it went
when it is spent