

# 06 Avoiding Defeat

Lyrics by Thomas K. Hunter  
Book by Thomas K. Hunter

Music Composed by Thomas K. Hunter  
and Steve Lehmann  
Arranged and Orchestrated by John Herberman

Act 1 Scene 7

**4** CUE: On lights up, after a beat  $\text{♩} = 100$  ASQ (speaks); "Gentlemen! This meeting...in session." **5** ASQUITH:

Voice: We have come to meet to a-void de-feat your at

KEYBOARD I: STRINGS *p*

Bass: TACET

Drum Set/ Snare Drum, Cymbal: *p* *pp*

KEYBOARD II: PIANO *pp* *mp*

KEYBOARD III: BRASS *p* *mp sfz* Tpt. - harmon mute

F. Hn. *p* Trb. *p*

2 3 4 5 6

Voice: ten - tion here — must be com-plete. A lost ship at sea a nav-al de-feat — Ger-mans on the coast and they won't re - treat.

rit... a tempo

KBD. I: *p* *sf* *p*

Dr.: *pp* *mp* *pp*

KBD. II: *pp* open

KBD. III: *mp* *p*

7 8 9 10 11 12 13

# Avoiding Defeat (Keyboard Reduction)

**15** *slower* **19** *Tempo primo*

Voice: A re-ver-sal soon this coun-cil must lead\_ re-com-mend-a-tions we must now pro-ceed.

KBD. I: *p*, *mp*

Dr.: *p*

KBD. II: *pp*, *mp*, *pp*, *mp*, *pp*, *mp*

KBD. III: *mp sfz*, *p*, *to WOODWINDS*

14 15 16 17 18 19 20



**21** KITCH:

Voice: Con-ject-ure and lies the news-pa-pers write. But I know the truth\_\_ to car-ry the fight\_ For-ti-fy the line\_\_ fo-cus all we've got\_\_ de

KBD. I: *p*

Dr.: *pp*

KBD. II: *p*

KBD. III: *F. Hn.*, *p*, *Tpt. - harmon mute*

21 22 23 24 25 26

# Avoiding Defeat (Keyboard Reduction)

rit... **3** a tempo **31** LLOYD GEORGE: rit... slower

Voice: fence is the key \_\_\_ and France is the spot. Fight-ing in the trench is that what you say \_\_\_ dis-ease at the start and death in the

KBD. I: *sf*, *p*, *p*

Dr.: *mp*, *pp*, *p*

KBD. II: *pp*, *pp*

KBD. III: *sf*, *p*, *mp sfz*, *sf*

27 28 29 30 31 32 33

open Trb.

**7** **8** **35** Faster ♩ = 152 **4** **4** **7** **8** FISHER: **4** **4**

Voice: fray. Gen-tle-men gen-tle-men Au-stri-a won't fight, so Au-stri-a is right as a way to solve our plight. Pop-py-cock pop-py-cock

KBD. I: *sf*, *sf*, *sf*, *sf*, *sf*

Bass: *pp*

Dr.: *sempre p*

KBD. II: *pp*, *sempre p*

KBD. III: *mf*, *sf*

34 35 36 37 38 39

F. Hn. Tpt.

# Avoiding Defeat (Keyboard Reduction)

**4/4** *poco rit...* **7/8** <sup>43</sup> *a tempo* **4/4**

VOICE: Au-stri-a you say? Now Au-stri-a old man is a death en-sur-ing fray. Pop-py-cock pop-py-cock pop-py-cock you say? Now pop-py-cock is talk of a

KBD. I: *sf* *sf* *sf* *sf* *sf* *sf*

KBD. II: *mf* *sf* *sf* *sf* *sf* *sf*

KBD. III: *sf* *sf* *sf* *sf* *sf* *sf*

40 41 42 43 44 45

Dr.

F. Hn. *mf*

Tib. *mf*

**48** *slower* ♩ = 126

VOICE: *rit...* // crot-chet-y cli-che. // FISHER: (with venom) Well this old cli-che has a lot to say. Re-com-mend-a-tions will

KBD. I: *sf* *mf poco marcato*

KBD. II: *l.h.* *sempre p*

KBD. III: *sf* *sf* *sf* *sf* *sf* *sf*

46 47 48 49 50 51 52

Dr.

F. Hn. *mf*

# Avoiding Defeat (Keyboard Reduction)

Voice

now come your way \_\_\_\_\_ En-gland is a ship, strong-est on the sea. Think a-bout the two, the na-vy is the key.

KBD. I

53 54 55 56 57 58 59

Dr.

KBD. II

KBD. III

to WOODWINDS

Fl.

*mp poco marcato*

61

Voice

Pop-py-cock or not, crot-chet y you claim? Na-val pow-er is how we'll win this game.

KBD. I

60 61 62 63 64 65

Dr.

KBD. II

KBD. III

to BRASS

*poco marcato*

*cresc.*

# Avoiding Defeat (Keyboard Reduction)

**66** **71**  
7/8 *l'istesso tempo*  
ASQUITH: 4/4

Voice: Might-y in de-fence Swift up-on the sea Sure of all we do it's el - e-ment-a-ry! Gen-tle-men gen-tle-men

KBD. I: 66 67 68 69 70 71

Dr.:

KBD. II:

KBD. III: F. Hn. Trb. *mf* Tpt. *mf* to WOODWINDS *mf* *sf*

**4/4** **76**

Voice: in France we will be. The Ad-miral-ty's first lord I as-sume you a-gree?\_\_\_\_\_ *rit...* *spoken:* G.P.

KBD. I: 72 73 74 75 76 77 78 79 *p* *pp* (without emotion)

Dr.:

KBD. II: to TIMP G.P. Timp. *pp* to PIANO

KBD. III: Fl. Ob. *p* B. Cl. *p* Solo Tpt. *mp* *pp* to TPT G.P. to F. HN

# Avoiding Defeat (Keyboard Reduction)

85

Score for measures 80-86. The score includes staves for Voice, KBD. I, Dr., KBD. II, and KBD. III. KBD. III includes parts for F. Hn. and Solo Tpt. Dynamics include *p*, *mp*, and *Piano*.



rit. Segue to "Paths to Tread"

Score for measures 87-92. The score includes staves for Voice, KBD. I, Dr., KBD. II, and KBD. III. KBD. III includes parts for F. Hn., Ob., and Fl. Dynamics include *mp*, *sf*, and *dim.*. A box labeled "To WOODWINDS" is present above the Fl. staff.