

Piano  
Vocal

Never Give Up

# 05 Avoiding Defeat

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

Act 1 Scene 3

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

CUE: On lights up, after a beat

♩ = 100

5

ASQUITH:

ASQ (speaks); " Gentlemen! This meeting...in session."

Voice

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

Piano

*p* *mp* *pp*

2 3 4 6

rit...

Voice

ten tion here\_ must be com-plete\_ A lost ship atsea a nav-al de-feat\_ Ger-mans on the coast\_ and they won't re-

Pno.

7 8 9 10 11

15

a tempo

Voice

treat. A re-ver - sal soon this coun-cil must lead\_

Pno.

*pp* *mp* *pp*

12 13 16

slower

19

(dialogue)

20

Faster

Voice

re-com-mend-a - tions we must now pro - ceed. Gen-tle-men gen-tle-men di - a-logue-to-night. Please

Pno.

*pp* *mp*

17 19 21

# Avoiding Defeat

repeat if necessary for dialogue rit. last X

Voice

di - a - logue to - night, not a mon - o - lo - guing fight.

Pno.

22 23 24 25

*mp* *ℙed.* \* *ℙed.* \*

**26** **a tempo**  
CUE: ASQ; "...at this crucial time?"  
KITCHENER:

Voice

Con-ject-ure and lies the news-pa-pers write. But I know the truth\_ so I know what's right\_ For-ti-fy the line\_ fo cus

Pno.

*p*

27 28 29 30

**36** **a tempo**  
LLOYD GEORGE:

Voice

all we've got\_ de-fence is the key\_ and France is the spot. Fight-ing in the trench is

Pno.

*pp*

31 32 33 34 35

**41**  
**Faster**

Voice

that what you say\_ dis-ease at the start and death in the fray. Gen-tle-men gen-tle-men Au-stri-a is right now

Pno.

*pp*

37 38 39 40 42

# Avoiding Defeat

3

FISHER:

Voice

Au-stri-a is right as a way to solve our plight. Pop-py-cock pop-py-cock Au-stri-a you say? Now Au-stri-a old man is a

Pno.

43 44 *sempre p* 45 46 47

49

rit... a tempo

LLOYD GEORGE:

Voice

death en-sur-ing fray. Pop-py-cock pop-py-cock pop-py-cock you say? Now pop-py-cock is talk of a crot-chet-y cli-che.

Pno.

48 *mf* 50 51 52 53 *l.h.*

54 Tempo primo

FISHER: (with venom)

Voice

Well this old cli-che has a lot to say. Re-com-mend-a-tions will

Pno.

*sempre p* 55 56 57 58

Voice

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

Pno.

59 60 61 62 63

## Avoiding Defeat

67

Voice

na - vy is the key. Pop-py-cock or not, crot-chet-y you claim?

Pno.

64 65 66 68

72

Voice

Na-val pow-er is how we'll win this game. Might-y in de-fence Swift up-on the sea

Pno.

69 70 71 73

*cresc.*

77 *l'istesso tempo*

Voice

Sure of all we do it's el - e-ment-a - ry! Gen-tle-men gen-tle-men

Pno.

74 75 76

ASQUITH:

Voice

in France we will be. The Ad-miral-ty's first lord I as - sume you a - gree?\_\_\_\_\_

Pno.

78 79 80 81

*spoken:* *rit...* G.P.

G.P.

G.P.

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5

**82** Slower

CHURCHILL:

Voice

Are we ser-i-ous-ly con-sid-er-ing send-ing new men o-ver there?

Pno. *mechanically and without emotion*  
*mp*

83 84 85 86 87 88 89

**96**

Voice

More men to feed the meat grin-der Plans are bet-ter than schemes and a

Pno. *p*

90 91 92 93 94 95 97

**104**

Voice

mil-lion cas-ual-ties. Did I say a mil-lion? Yes a mil-lion The facts so gris-ly a

Pno.

98 99 100 101 102 103

Voice

guide and a-rith-ma-tic is on the wrong side. Did I say a-rith-ma-tic? And I'm sick-ened by the num-ber who have

Pno. *(half spoken, half sung)*  
*(with CH)*  
*p*

105 106 107 108 109

## Avoiding Defeat

111

Voice

died. Are we ser-i-ous-ly con-sid-er-ing send-ing new men o - ver

Pno.

110 112 113 114 115 116 117



(dialogue)

123 Faster

Voice

there? More men to march to slaugh - ter Since we can-not beat the Ger-mans in the

Pno.

118 119 120 121 122 124



Voice

main the - a - tre of war, then it's time to tread a new path be -

Pno.

125 126 127 128



open for dialogue

CUE: CH; "We arrive at Turkey."

Voice

fore we take one step more. E -

Pno.

129 130 131 132

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7

Voice

mas - cu - late the Dar - dan - elles strait. Land troops and forge a - head.

Pno.

133 134 135 136

Voice

Cap - ture Con - stan - tin - o - ple. This is a path to tread\_\_\_\_\_ G.P.

Pno.

137 138 139 140 141

142

Voice

Since we can not beat the Ger - mans in the main the - a - tre of war, then it's

Pno.

143 144 145

Voice

time to tread a new path, a path with an o - pen door.

Pno.

146 147 148 149 150

## Avoiding Defeat

Voice

Since we can not beat the Ger - mans in the main the - a - tre of war, then it's

Pno.

*p*

151 152 153 154



Voice

time to tread a new path, a path with an o - pen door.

Pno.

*rit.*

Segue to  
"Paths to Tread"

155 156 157