

Voice

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

5 ASQUITH:

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

$\text{♩} = 100$ **3**

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

ten-tion here__ must be com-plete__ A lost ship at sea a nav-al de-feat__

rit... **a tempo 2**

Ger-mans on the coast__ and they won't re - treat.

15 **slower**

A re-ver-sal soon this coun-cil must lead__ re-com-mend-a - tions we must now pro-ceed.

19 (dialogue) **20** **faster**

Gen - tle - men gen - tle - men di - a - logue - to - night. Please

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

repeat if necessary for dialogue **rit. last X**

24 25

Voice

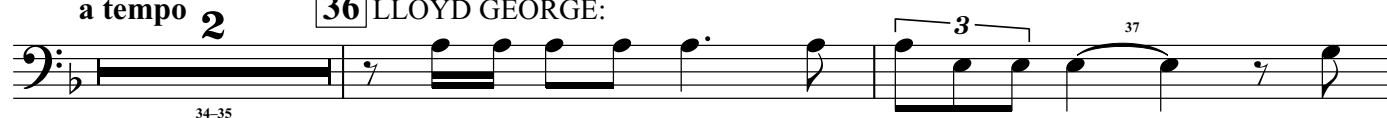
26 Tempo primo

KITCH: 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 all we've got__ de fence is the key__ and France is the spot.

a tempo **2**

36 LLOYD GEORGE:

Fight-ing in the trench is that what you say__ dis -



ease at the start__ and death in the fray.

41 Faster

Gen-tle-men gen-tle-men Au-stri-a is right now Au-stri-a is right as a way to solve our plight.

FISHER:



Pop-py-cock pop-py-cock Au-stri - a you say? Now Au-stri - a old man is a

poco rit...

LLOYD GEORGE:

49 a tempo

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.

54 slower

55 FISHER: (with venom) 56 57 58

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

59 60 61 62 63

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

64 65 66 **67**

na - vy is the key. Pop-py-cock or not,

68 69 70 71

crot-chet - y you claim? Na-val pow-er is how we'll win this game.

72 73 74 75 76

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

77 *l'istesso tempo*

ASQUITH:

78 79 *spoken:*

Gen-tle-men gen - tle-men in France we will be. The Ad-miral-ty's first lord I as -

rit... 80 *G.P.* **82** *Slower* 85 CHURCHILL: 86 87

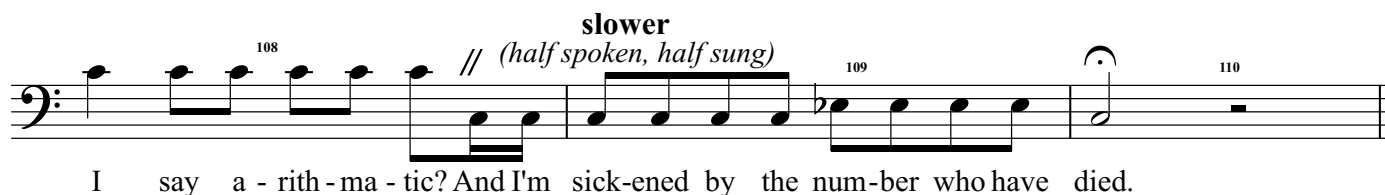
sume you a - gree? ____ Are we ser-i-ous-ly con - sid-er-ing send-ing

88 89 90 91 92 93 **2**

new men o - verthere? More men to feed the meat grin - der ____

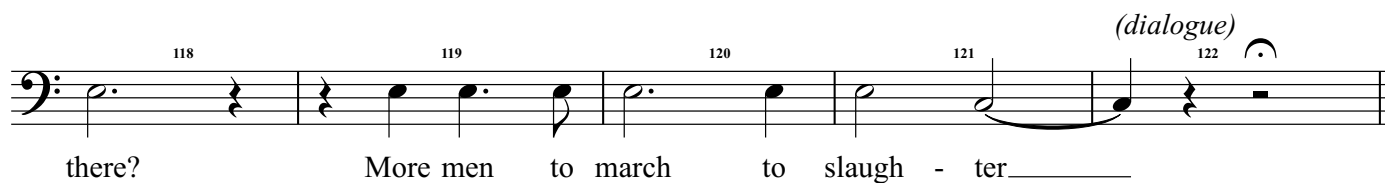
Voice

96

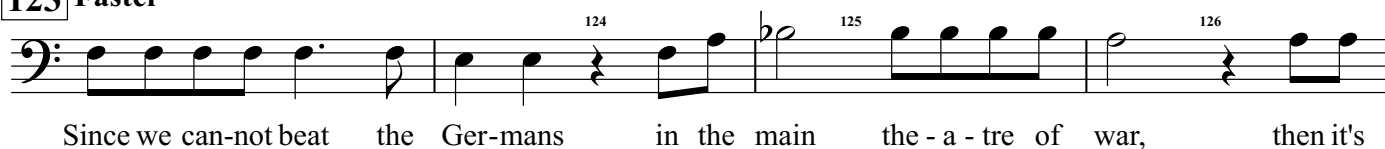


111 a tempo

3



123 Faster



open for dialogue



136 137 3 138 139 140 G.P. 141

head. Cap-ture Con-stantin - o - ple. This is a path to tread_____

142

143 144 145 146

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

147 148 149 150 151

new path, a path with an o - pen door. Since we can not beat the

152 153 154 155

Ger - mans in the main the - a - tre of war, then it's time to tread a

rit. **Segue to "Paths to Tread"**

156 157

new path, a path with an o - pen door.