

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

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

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 -

rit...

slower

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

rit...

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

67

64 65 66

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...

82 Slower CHURCHILL:

80 81 G.P. 82-84 85 86 87

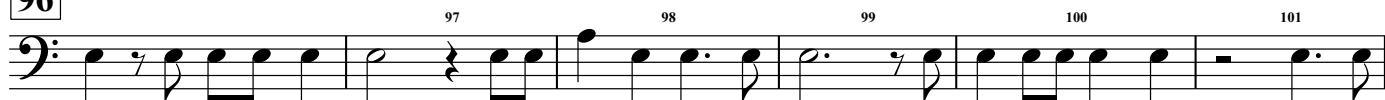
sume you a - gree? _____ Are we ser-i-ous-ly con - sid-er-ing_ send-ing

88 89 90 91 92 93 2

new men o - verthere? More men to chew barbed wi - re _____

94-95

96



Facts are bet-ter than dreams and a mil-lion cas - ual - ties. Did I say a mil-lion? Yes a



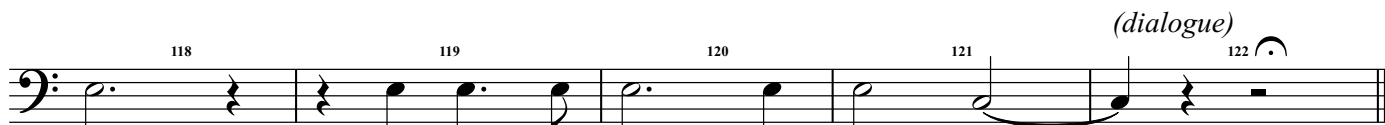
mil - lion. The facts so gris-ly a guide and a - rith-ma-tic is on the wrong side. Did



I say a - rith - ma - tic? And I'm sick-ened by the num-ber who have died.

111 **a tempo**

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



there? More men to act like tur - tles.

123 **Faster**

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



time to tread a new path be - fore we take one step more.

open for dialogue

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

136 137 3 138 139 140 141 G.P.

head. Cap-ture Con-stan-tin - 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

152 153 154 155 156

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

rit.

**Segue to
"Paths to Tread"**

157

path with an o - pen door.