

# 3. Security

Auditions 2015

*Security Guards march in led  
by Donovan, their chief.*

♩=107.5

Donovan

Security Guards

Piano

Did I hear some - one yell - ing for se -

Ah

4

Donovan

Guards

Pno.

cur - i - ty? Se - cur - i - ty. Se - cur - i - ty. Don't

se - cur - i - ty. Ah se - cur - i - ty. Ah se - cur - i - ty.

7

Donovan

Guards

Pno.

need a sec - ond tell - ing. We're se - cur - i - ty. Se - cur - i - ty. Se -

Ah se - cur - i - ty. Ah se - cur - i - ty, se -

10

Donovan

cur - i - ty. We are all that stands be - tween your - self and cha - os, so you've got no right to

Guards

cur - i - ty. We are all that stands be - tween your - self and cha - os, so you've got no right to

Pno.

14

Donovan

bad mouth or down - play us, when you bear in mind the

Guards

bad mouth or down - play us, when you bear in mind the

Pno.

16

Donovan

lous - y wage you pay us. We're se - cur - i - ty se - cur - i - ty. If the

Guards

lous - y wage you pay us. We're se - cur - i - ty se - cur - i - ty.

Pno.

19

Donovan

stu - di - o is read - y to be - gin, we will o - pen up the doors and let the

Pno.

22

F.M.

*sung or spoken*

Go a - head, Mis - ter Don - o - van.

Donovan

*spoken*

lit - tle mon - sters in. O. K., boys. It's

Pno.

25

Donovan

time once more for us to do our du - ty as se - cur - i - ty. Se -

Guards

Ah se - cur - i - ty. Ah se - cur - i - ty.

Pno.

28

Donovan *cur - i - ty. An aud - i - ence is not a thing of beau - ty for se -*

Guards *Ah se - cur - i - ty. Ah se - cur - i - ty.*

Pno.

31

Donovan *cur - i - ty. Se - cur - i - ty. But when that au - di -*

Guards *Ah se - cur - i - ty, se - cur - i - ty.*

Pno.

34

Donovan *ence is child - ren main - ly, it's a cinch that things are gon - na go in - sane - ly. Watch your*

Guards *Watch your*

Pno.

37

Donovan *peace and qui - et van - ish down the drain de - spite se - cur - i - ty, se - cur - i - ty.*

Guards *peace and qui - et van - ish down the drain de - spite se - cur - i - ty, se - cur - i - ty. whistle*

Pno.