

## Whose Authority

Nada Surf

Everyone's right and no one is sorry  
That's the start and the end of the story  
From the sharks and the jets to the call in the morning

Everyone's right and no one is sorry  
That's the start and the end of the story  
From the sharks and the jets to the call in the morning  
And life is just bits anyway

Look alive see these bones  
What you are now, we were once

Try as they might, no one's immune to  
Misfiring and acting on the wrong clues  
And thinking it's time to redo redo

I feel rain in the movies and the talk before the screen lights  
I hear strings in the park  
I don't like to call her right unless its too late at night  
I mostly just think in the dark

Look alive see these bones  
What you are now, we were once  
But just like we are  
You'll be dust  
And just like we are  
Permanent

You were too tired to eat  
Too hungry to sleep  
Just imagine the speed  
It's just what you need

Look alive, you see these bones  
What you are now, we were once  
And just like we are  
You'll be dust  
And just like we are  
Permanent

The lights in the city are more or less blinking  
Which side of the story decides what you're thinking  
We're a moans and cold faces  
We're squinting, we're hurrying  
We take inventory  
We're digging, we're burrying

Do you remember when the lines blow?  
Do you remember when it failed  
Do you remember when we went to your house?  
Remember ringing the bell?

Look alive, see these bones  
What you are now, we were once  
Just like we are  
You'll be dust  
And just like we are

Permanent

The lights in the city are more or less blinking (look alive)  
Which side of the story decides what you're thinking (see these bones)  
We're moans and cold faces (what you are now)  
We're squinting, we're hurrying (we were once)  
We take inventory  
We're digging, we're burrying

Do you remember when the lights low?  
Do you remember when it failed?  
Do you remember when we went to your house?  
Remember ringing the bell? [2x]

Look alive see these bones [2x]