

Alto Sax.

"Mustang Mayhem"

for the 2023 North Oldham High School Marching Band

arr. by Craig Andrew Fitzpatrick
(ASCAP)

Part 1: Introduction with excitement ♩ = 160

A 4 5 6 **B**

A, T1, T3 - MOVE 8
C2, BC, T2 - HOLD 4
Others - HOLD 8

C2, BC, T2 - MOVE 4

A, T1, T3 - MOVE 4
C2, BC, T2 - MOVE 4 (8 total)
F3, C1, Tu - MOVE 4
Others - HOLD 4

C D E

C2, BC, A, T - MOVE 4
F3, C1, Tu - MOVE 4 (8 total)
C3, M, R - MOVE 4
Others - HOLD 4

F3, C1, C2, BC, A, T, Tu - MOVE 4
C3, M, R - MOVE 4 (8 total)
F1, F2 - MOVE 4

F3, C, BC, A, T, M, F, Tu - MOVE 4
F1, F2 - MOVE 4 (8 total)

F HORNS UP 5 G H

MOVE 8
(Turn 1-2-3)

MOVE 8

MOVE 8

12 14 16

I J

MOVE 12

MOVE 8

18 19 21

K L HORNS DOWN 20 TURN BACK TO TRAIL HOLD FOR

MOVE 4

HOLD 20

DOWN 20

1-2-3-4

5-6-7-8

PIT START

24 25 26 27 28 29 30

Part 2: Game Begins a little slower ♩ = 144

A B C

F1, F2, C - MOVE 16
F3, A, T2, M - HOLD 4, MOVE 12
BC, T1, T3, R, Tu - HOLD 8, MOVE 8

C FLUTTER 16
Others MOVE 16

C HOLD 16
F, A, M - FLUTTER 16
Others MOVE 16

4 4 4

F, C, A, M - HOLD 16
T - FLUTTER 16
Others - HOLD 16

Musical staff D starting at measure 44. Dynamics include *f*. Measure numbers 44, 45, and 46 are indicated.

F, C, T, S, M - HOLD 8
Others - MOVE 8

R, BC, Tu -
HORNS UP 5
TURN RIGHT 5-6-7

F3, C2 - HOLD 8
Others - MOVE 8

Musical staff E starting at measure 48. Dynamics include *mf* and *p*. Measure numbers 48 and 50 are indicated.

HOLD 24

Musical staff G starting at measure 52. Dynamics include *ff*, *f*, *mf*, *mp*, *mf*, *f*, and *ff*. Measure numbers 52, 53, 54, 55, and 56 are indicated.

"Double Points / Hurry Up Mode"
with increasing tempo

S, M - FLUTTER 8
Others - MOVE 8

HOLD 12

HOLD 6
HORN DOWN 3
TURN 3-4-5-6

accel. . . .

Musical staff H starting at measure 57. Dynamics include *fp* and *ff*. Measure numbers 57, 58, 59, 60, 61, 62, and 63 are indicated.

F1 MOVE 12 TURN 9-10-11
C1 MOVE 6, HOLD 6 (ball)
F2, F3, C2, C3, A, M - MOVE 6 HOLD 6 (ball)

$\text{♩} = 172$
C1 - MOVE 7
Others - HOLD 7

C1 - MOVE 7
Others - HOLD 7

Musical staff I starting at measure 69. Measure numbers 69 and 71 are indicated.

HOLD 4

HOLD 7

HOLD 7

F1 HOLD 8
Others MOVE 8

HORN UP 5

Musical staff K starting at measure 73. Measure numbers 73, 74, 76, and 78 are indicated.

F1 HOLD 8, MOVE 8
Others FTL 16

MOVE 16

Musical staff N starting at measure 80. Dynamics include *mf*, *f*, *p*, and *ff*. Measure numbers 80, 84, 85, and 86 are indicated.

MOVE 8

MOVE 8

HOLD 8

Musical staff P starting at measure 88. Dynamics include *p*, *ffp*, and *ff*. Measure numbers 88, 90, 91, and 92 are indicated.

MOVE 8
MOVE 8
HOLD 12
HORN DOWN 11 TURN (outward) 9-10-11-12

94 95 97 98

Lost Ball

T1 MOVE 4, HOLD 21 Others MOVE 16, HOLD 8 TO TRAIL 5-6-7
RIPPLE F1, F3, C2, BC, T2, R - 1-2-3 Others 4-5-6
T1 onto prop Others HOLD 20

3 103 104 rit. 5

Part 3: Loss of Momentum/Restart
♩ = 72

A T1 HOLD 12 T2 HOLD 4, DT 8 Others HOLD 4 MOVE 8
B T1/T2 HOLD 8 Others MOVE 4, HOLD 4
C T1/T2 HOLD 8 Others HOLD 8 HORN UP 5-6-7 (backfield) OUT OF TRAIL 1-2-3

2 2 116

D T1/T2 HOLD 8 Others DT 16 (backfield) 118
E F3/BC DT 4, HOLD 6 C2/Tu HOLD 2 DT 4, HOLD 4 C1/M HOLD 4, DT 4, HOLD 2 F2/C3 HOLD 6 DT 4 Others HOLD 8 120
F T1/T2 HOLD 8 Others DT 16 122
G T1/T2 HOLD 8 Others MOVE 4, HOLD 4 124

f mp f mp

H T1/T2 HOLD 8, MOVE 4 C3/T3 FLUTTER 8 (face), HOLD 4 F2/C1 - HOLD 1, FLUTTER 7 (face), HOLD 4 A/M - HOLD 2, FLUTTER 6 (face), HOLD 4 3
I DT 16 Turn Front 1-2-3 rit. 129

mf

with hope ♩ = 90
J HOLD 16 131 132 133 K HOLD 8 rit. 135

ff ff

Part 4: Excitement Continues
♩ = 160

L HOLD 16 137 HORN DOWN 11-12-13 138 139 A MOVE 8 TO TRAIL 5-6-7 141

mf ff

B MOVE 16 4 C MOVE 4 D HOLD 4 MOVE 4 148 E FLUTTER 8 (face) 2 F HOLD 8 2

HOLD 8
G 2
 WW MOVE 12
H B HOLD 12 4
 WW FTL 8
I B HOLD 8 2
 WW FTL 8
J B HOLD 8 2
K MOVE 16 4
 HOLD 8 167 168

Part 5: Final Ball

J = 160

MOVE 16
L WW OUT OF TRAIL 1-2-3 2
 TURN RIGHT
 9-10-11 (all) 171
 WW HORN UP 13
 172
B HOLD 16 174
 WW HOLD 16
C B MOVE 16 175 176 178
 B OUT OF TRAIL
 9-10-11 179
 B HORN UP 13
 180
 WW MOVE 8
 WW HORN DOWN 3
D B HOLD 4 182
 WW TO TRAIL 5-6-7
 B HT 2 184
E WW MOVE 8
 B HOLD 4 184
 B HT 2 184
F WW HOLD 8
 B MOVE 8 2

Multi Ball Madness

MOVE 8
G WW OUT OF TRAIL 1-2-3 2
 HOLD 4
 WW HORN UP 1
 189
H MOVE 16 191 192 193
 fp < f fp < f

Skill Shot

F, C - MOVE 8
 Others RUN 8 (Face)
I 2
J HOLD 8 197
 HT 2 198
 MOVE 4 199
 p mp mf f p f

Target Acquired

200
K MOVE 8 202
L MOVE 8 204
M MOVE 8 206
N MOVE 4
O MOVE 12 209
 3 3
 mf

High Score

210
P MOVE 8 212
 HOLD 16 213
 214
 HORN DOWN 16 216
 215
 2
 ff fp ff