

"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 MOVE 8 (Turn 1-2-3) **G** MOVE 8 **H** MOVE 8

HORNS UP 5 12 14 16

ff *mf* *mf*

I MOVE 12 18 19 **J** MOVE 8 21

f *mf* *f* *ff*

K MOVE 4 **L** HOLD 20 24 25 26 HORNS DOWN 20 27 TURN BACK 1-2-3-4 TO TRAIL 5-6-7-8 HOLD FOR PIT START 28 29 30

ffp

Part 2: Game Begins a little slower ♩ = 144

A 4 **B** 4 **C** 4 **D** 4

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

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

E **F**

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

48 50

f *p*

G HOLD 24 52 53 54 55 56 **S, M - FLUTTER 8**
Others - MOVE 8

ff *f* *mf* *mp* *mf* *f* *ff* 2

**"Double Points / Hurry Up Mode"
with increasing tempo**

HOLD 12

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

59 60 61 62 63 **accel.**

mp *mf* *f* *ff*

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

H **I** **J**

$\text{♩} = 172$

C1 - MOVE 7
Others - HOLD 7

C1 - MOVE 7
Others - HOLD 7

69 71

K HOLD 4

L HOLD 7

M F1 HOLD 8
Others MOVE 8

HORN UP 5

73 74 76 78

N F1 HOLD 8, MOVE 8
Others FTL 16

O MOVE 16

80 81 82 84 85 86

mf *f* *ff* *f* *p* *ff*

P MOVE 8

Q MOVE 8

R HOLD 8

88 90 91 92

p *ff*

R MOVE 8

S HOLD 12

94 95 97 98

HORNS DOWN 11
TURN (outward)
9-10-11-12

Lost Ball

T 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

U T1 onto prop
Others HOLD 20

3 103 104 5

rit.

Part 3: Loss of Momentum/Restart

$\text{♩} = 72$

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

D HORN UP 5-6-7
(backfield)

T1/T2 HOLD 8
Others DT 16 (backfield)

2 2 116 118

f

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

T1/T2 HOLD 8
Others DT 16

T1/T2 HOLD 8
Others MOVE 4, HOLD 4

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

DT 16
Turn Front 1-2-3

HOLD 16

with hope ♩ = 90

HOLD 8

rit.

HORN DOWN 11-12-13

HOLD 16

Part 4: Excitement Continues

♩ = 160

TO TRAIL 5-6-7

MOVE 8

MOVE 16

MOVE 4

HOLD 4

MOVE 4

FLUTTER 8 (face)

HOLD 8

HOLD 8

WW MOVE 12
B HOLD 12

WW FTL 8
B HOLD 8

Part 5: Final Ball

♩ = 160

WW FTL 8
B HOLD 8

MOVE 16

HOLD 8

MOVE 16

WW OUT OF TRAIL 1-2-3

TURN RIGHT 9-10-11 (all)

WW HORN UP 13

HOLD 16

Multi-Ball

WW HOLD 16
B MOVE 16

B OUT OF TRAIL 9-10-11

B HORN UP 13

WW MOVE 8
WW HORN DOWN 3
B HOLD 4

WW TO TRAIL 5-6-7
B HT 2

WW MOVE 8
B HOLD 4

B HT 2

WW MOVE 8
B MOVE 8

MOVE 8
WW OUT OF TRAIL 1-2-3

HOLD 4
WW HORN UP 1

Multi Ball Madness

H MOVE 16

191 192 193

Skill Shot

I F, C - MOVE 8
Others RUN 8 (Face)

J HOLD 8

197 198 199

HT 2 **MOVE 4**

Target Acquired

200

K MOVE 8

202

L MOVE 8

204

M MOVE 8

206

N MOVE 4

O MOVE 12

209

High Score

210

P MOVE 8

212

HOLD 16

213

214

215

HORN DOWN 16

216

2