

Low Brass

"Mustang Mayhem"

for the 2023 North Oldham High School Marching Band

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Part 1: Introduction with excitement ♩ = 160

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

4

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

D

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

E

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

F MOVE 8
(Turn 1-2-3)

HORNS UP 5
12

G MOVE 8

14

H MOVE 8

16

I MOVE 12

18

19

J MOVE 8

21

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

Part 2: Game Begins a little slower ♩ = 144

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

B C FLUTTER 16
Others MOVE 16

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

D

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

4 4 4 4

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

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

48

F F3, C2 - HOLD 8
Others - MOVE 8

50

G HOLD 24

52

53

54

55

56

S, M - FLUTTER 8
Others - MOVE 8

**"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

mp *mf* *f* *ff* **accel.**

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 C1 - MOVE 7
Others - HOLD 7

J C1 - MOVE 7
Others - HOLD 7

69 71

$\text{♩} = 172$

HOLD 4

HOLD 7

HOLD 7

F1 HOLD 8
Others MOVE 8

HORN UP 5

K 73 **L** 74 **M** 76 78

F1 HOLD 8, MOVE 8
Others FTL 16

N 80 81 82 **O** MOVE 16 84 85 86

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

P MOVE 8 88 **Q** MOVE 8 90 **R** HOLD 8 91 92

p *ff*

R MOVE 8 94 **S** MOVE 8 95 **S** HOLD 12 97 98

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

mf *p*

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

rit.

3 103 104 5

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

OUT OF TRAIL 1-2-3

HORN UP 5-6-7
(backfield)

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
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 2
I DT 16
Turn Front 1-2-3 127 129
f *mp* *f* *mp* *rit.* *mf*

J HOLD 16 131 132 133
ff
 with hope ♩ = 90

K HOLD 8 135
rit.
L HOLD 16 137
 HORN DOWN 11-12-13 138
ff

Part 4: Excitement Continues

♩ = 160

139 **A** MOVE 8 141 TO TRAIL 5-6-7 **B** MOVE 16 4 **C** MOVE 4 **D** HOLD 4 MOVE 4 148
E FLUTTER 8 (face) 2 **F** HOLD 8 2 **G** HOLD 8 2 **H** WW MOVE 12
B HOLD 12 4 **I** WW FTL 8
B HOLD 8 2

Part 5: Final Ball

♩ = 160

J WW FTL 8
B HOLD 8 2 **K** MOVE 16 4 HOLD 8 167 168 **L** MOVE 16
WW OUT OF TRAIL 1-2-3 2 TURN RIGHT 9-10-11 (all) 171 WW HORN UP 13 172
B OUT OF TRAIL 9-10-11 179 **C** WW HOLD 16
B MOVE 16 2 **D** WW MOVE 8
WW HORN DOWN 3
B HOLD 4 180

WW TO TRAIL 5-6-7
B HT 2

182

E WW MOVE 8
B HOLD 4

B HT 2

184

F WW HOLD 8
B MOVE 8

186

f

Multi Ball Madness

G MOVE 8
WW OUT OF TRAIL 1-2-3

188

HOLD 4
WW HORN UP 1

189

H MOVE 16

191

ff

Skill Shot

192

193

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

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

ff

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

ff fp ff