

Mello in F

"Mustang Mayhem"

for the 2023 North Oldham High School Marching Band

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(ASCAP)

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

A 4 5 6 **B**

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)

C **D** **E**

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

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

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

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

44 45 46

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

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

48 50

G HOLD 24

52 53 54 55

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

S, M - FLUTTER 8
Others - MOVE 8

56 57 58 59 60 61

HOLD 12

ff *fp*

"Double Points / Hurry Up Mode"
with increasing tempo

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

62

63 *accel.*

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)

69

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

J C1 - MOVE 7
Others - HOLD 7

71

K HOLD 4

73

74

L HOLD 7

76

M F1 HOLD 8
Others MOVE 8

78

N F1 HOLD 8, MOVE 8
Others FTL 16

80

f *ff*

O MOVE 16

84 85 86

ff *f* *p* *ff*

MOVE 8 (P) 3 88 MOVE 8 (Q) 3 90 HOLD 8 91 92 3

p *ffp* *ff*

MOVE 8 (R) 3 94 MOVE 8 95 HOLD 12 (S) 97 98

mf *p*

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

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

$\text{♩} = 72$

A T1 HOLD 12
T2 HOLD 4, DT 8
Others HOLD 4 MOVE 8

2

B T1/T2 HOLD 8
Others MOVE 4, HOLD 4

2

C T1/T2 HOLD 8
Others HOLD 8

OUT OF TRAIL 1-2-3

HORN UP 5-6-7
(backfield)

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 $\text{♩} = 90$

J HOLD 16

131 132 133

K HOLD 8

rit. 135

ff

Part 4: Excitement Continues

$\text{♩} = 160$

L HOLD 16

137

HORN DOWN
11-12-13

138

139

A MOVE 8

TO TRAIL 5-6-7

141

p *ff*

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

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

Part 5: Final Ball

$\text{♩} = 160$

TURN RIGHT
9-10-11 (all)

Multi-Ball

L MOVE 16 WW OUT OF TRAIL 1-2-3 171 **B** WW HORN UP 13 B HOLD 16 **C** WW HOLD 16 B MOVE 16 **B** OUT OF TRAIL 9-10-11 **B** HORN UP 13 179 180

D WW MOVE 8 WW HORN DOWN 3 B HOLD 4 182 **E** WW TO TRAIL 5-6-7 B HT 2 WW MOVE 8 B HOLD 4 **B** HT 2 184

F WW HOLD 8 B MOVE 8 186 **G** MOVE 8 WW OUT OF TRAIL 1-2-3 188 **H** HOLD 4 WW HORN UP 1 189

Multi Ball Madness

H MOVE 16 191 192 193

Skill Shot

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

Target Acquired

K MOVE 8 202 **L** MOVE 8 204

M MOVE 8 206 **N** MOVE 4 **O** MOVE 12 209

High Score

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