

Tuba

"Mustang Mayhem"

for the 2023 North Oldham High School Marching Band

arr. by Craig Andrew Fitzpatrick
(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

C 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

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

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

48

F3, C2 - HOLD 8
Others - MOVE 8

HOLD 24

50 52 53 54 55

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

S, M - FLUTTER 8
Others - MOVE 8

HOLD 12

56 59 60 61

mp *mf* *f*

"Double Points / Hurry Up Mode"
with increasing tempo

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

62

accel.

63

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)

I

C1 - MOVE 7
Others - HOLD 7

69

ff

$\text{♩} = 172$

C1 - MOVE 7
Others - HOLD 7

71

K

HOLD 4

HOLD 7

73

74

L

HOLD 7

76

F1 HOLD 8
Others MOVE 8

78

HORN UP 5

N

F1 HOLD 8, MOVE 8
Others FTL 16

80

81

82

mf *f*

MOVE 16

O

84

85

86

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

MOVE 8

P

88

Q

MOVE 8

90

91

92

p *ff*

HOLD 8

MOVE 8

R

94

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

3

U T1 onto prop
Others HOLD 20

5

RIPPLE
F1, F3, C2, BC, T2, R - 1-2-3
Others 4-5-6

103 104

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

2

127

I DT 16
Turn Front 1-2-3

mf

rit.

129

with hope $\text{♩} = 90$

J HOLD 16

131 132 133

K HOLD 8

ff *ff*

rit.

135

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

mp *ff*

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

J WW FTL 8
B HOLD 8

2

K MOVE 16

4

HOLD 8

167 168

Part 5: Final Ball

♩ = 160

TURN RIGHT
9-10-11 (all)

Multi-Ball

L MOVE 16
WW OUT OF TRAIL 1-2-3

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

2

171

172

4

2

179

180

D WW MOVE 8
WW HORN DOWN 3
B HOLD 4

WW TO TRAIL 5-6-7
B HT 2

E WW MOVE 8
B HOLD 4

B HT 2

F WW HOLD 8
B MOVE 8

186

f

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

188

HOLD 4
WW HORN UP 1

189

Multi Ball Madness

H MOVE 16

191

ff

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