

# Joyride

by Ben Wahlund

for two-door hatchback, 16 vandals,  
one driver, and a friendly person with a gas can

**Presto!**  
*(Run across stage, jump on hood)*  
Roof Windshield

Player 1: *Offstage, clicking sticks and cheering wildly*

Player 2: *(Run to back of car from backstage 2nd x)*

Player 3: *(While standing behind car)*  
Roof Hatchback

Player 4: *Offstage, cheering wildly*  
*(Each player has one drumstick stored in car)*

Players 4 & 5

Player 6

Players 7 & 8

Players 9, 10, 11 & 12

Player 13

Players 14 & 15

Player 16: *(In car, preferably out of sight)*

5

P 1

P 2

P 3

P 4 & 5

P 6

P 7 & 8

P 9, 10  
11, 12

P 13

P 14 & 15

Grate stick on vent (a la guiro)

Hood

(Running, enter from sides of stage) P4

(While opening car doors) On body of door with palm

Slamming doors

11

P 1

P 2

P 3

P 4 & 5

P 6

P 7 & 8

P 9, 10  
11, 12

P 13

P 14 & 15

*(Get inside of car)*

Slam door from inside of car

On windshield

R R LL RR LL  
*(Position torso outside of door window)*

*(Kneeling in front of car)*

Center of bumper

Edge of hood, over right headlight

Edge of hood, center

Edge of hood, over left headlight

*(Standing next to left front tire and right front tire, facing each other)*

Hit other player's stick

On hood

On body of car, above tire well

R L R L R L R

R L R L R L R

(While standing on left side of back bumper, supporting self w/ left hand holding on to the open hatchback)

17 **B** (Handspring off of roof, landing behind car at hatchback.)

Edge of hatchback windowframe

**P 1**  
 (After P1 lands safely, open hatchback)  
 Edge of hatchback windowframe

**P 2**  
 (Dramatically climb on to hood, then roof.)  
 Edge of hatchback windowframe

**P 3**  
 On roof

**P 4 & 5**  
 On main body of door, w/ hands  
 On door near window opening, w/ hands  
 (Get back in car, grab stick, & reach through window to play "C")

**P 6**  
 (Climb on to hood, face forward - kneeling)

**P 7 & 8**  
 (Climb on to hood, face forward - kneeling;  
 P7 - right side, P8 left side)

**P 9, 10, 11, 12**  
 (Enter 9 & 10 from stage right, 11 & 12 from stage left)  
 Clicking sticks  
 Drum on side of car, moving from the bottom of the body up, over 4 measures

**P 13**  
 (Enter from stage left to back of car)  
 (While standing in center of back bumper, supporting self w/ left hand holding on to the open hatchback)  
 Edge of hatchback windowframe

**P 14 & 15**

25

P 1  
 P 2  
 On roof, above right end of windshield  
 On roof, above center of windshield  
 On roof, above left end of windshield (cross-over)  
 P 3  
 R L R R L R  
 On roof, w/ stick  
 P 4 & 5  
 On bumper Edge of hood Bumper, cross-over  
 P 6  
 R L R R L R  
 P 7 & 8  
 R L R R L R  
 P 9, P 10 Metal near rear tire well that is high in pitch  
 Metal near rear tire well that is low in pitch  
 P 9, 10  
 11, 12  
 P 11, P 12 On hood Metal panel, near vent Windshield (cross-over)  
 P 13  
 P 14 & 15

30

P 1

P 2

P 3

P 4 & 5

P 6

P 7 & 8

P 9, 10  
11, 12

P 13

P 14 & 15

1.

R R R R L R R R R L R L

R R R R L R R R R L R L

R R R R L R R R R L R L

35 | 2.

P 1

P 2

P 3

P 4 & 5

P 6

P 7 & 8

P 9, 10  
11, 12

P 13

P 14 & 15

*(Dramatically slide sideways, down windshield, as if surfing in slow motion.)*

*(Lay down on hood, facing the floor, with legs apart and arms over the edge of the hood.)*

*(Get off of hood, to original sides of car, but closer to the front)*

On edge of hood, by respective sides of P6's torso.

On license plate

Strike and immediately toss RH stick to partner on other side of car

Strike and immediately toss RH stick to partner on other side of car

(P9, P11) (P10, P12) (P9, P11)

R R R R L R R R R L R L

R R R R L R R R R L R L

R R R R L R R R R L R L

R R R R L R R R R L R L

R R R R L R R R R L R L

R L R L

R L R L

**D** Half-time groove

*visual - as if tossing rt. stick over  
rt. shoulder and turn head to watch it*

40

The score consists of 15 percussion parts (P 1 to P 15) across 8 measures. The parts are as follows:

- P 1:** Snare drum with a half-note pattern: *visual - as if tossing rt. stick over rt. shoulder and turn head to watch it*
- P 2:** Snare drum with a half-note pattern: *visual - as if tossing rt. stick over rt. shoulder and turn head to watch it*
- P 3:** Conga with a pattern of quarter notes and eighth notes. Includes instructions: *Stick click* and *With knees slightly bent, stomping on hood w/ right foot*. A 'R' is written below the first measure.
- P 4 & 5:** Snare drum with a half-note pattern.
- P 6:** Snare drum with a pattern of quarter notes and eighth notes. Includes instructions: *R R L R* and *R R R L R R*.
- P 7 & 8:** Snare drum with a half-note pattern.
- P 9, 10, 11, 12:** Snare drum with a pattern of quarter notes and eighth notes. Includes instruction: *visual - as if tossing rt. stick over rt. shoulder and turn head to watch it*.
- P 13:** Snare drum with a half-note pattern.
- P 14 & 15:** Conga with a pattern of quarter notes and eighth notes. Includes instructions: *Stick click* and *W/ knees slightly bent, stomping on floor w/ rt. foot*.

Additional performance instructions for P 3 and P 13:

- (Open car door and stand w/ one foot resting next to the seat (on bottom edge of doorframe) and the other on the car door window frame. Face the roof.)*
- (Enter from sides of stage, respectively, and "groove" your way to car while playing.)*



48

P 1

P 2

P 3

P 4 & 5

P 6

P 7 & 8

P 9, 10  
11, 12

P 13

P 14 & 15

On edge roof, close to the front

On edge roof, not as close to the front

(Kneel, facing the open car door)  
On body of open door

Bottom edge of window frame

The musical score consists of 15 staves, each representing a different percussion part. The parts are labeled P 1 through P 15. P 1, P 2, P 13, and P 14 & 15 have a rhythmic pattern of quarter notes with a slash through the stem, alternating with eighth notes. P 3 has a pattern of quarter notes with an 'x' through the stem. P 4 & 5 has a pattern of quarter notes with a slash through the stem, alternating with eighth notes. P 6, P 7 & 8, and P 14 & 15 have a pattern of quarter notes with a slash through the stem, alternating with eighth notes. P 9, 10, 11, and 12 have a pattern of eighth notes. Performance instructions are provided for P 4 & 5, P 13, and P 14 & 15. The score is divided into measures by vertical bar lines.

E

56

P 1

P 2

P 3

P 4 & 5

P 6

P 7 & 8

P 9, 10  
11, 12

P 13

P 14 & 15

*(Jump off of hood (over P6's head), and land facing front. Stand with arms crossed, as if a rapper, and try your best to look tough and smile at the same time.)*

*(After P3 lands safely, run to left side of car, between P8 & P11)*

*(Stand on stage and close door)*

*(Use P3 to leap-frog off of the hood (Over player 3) and land facing forward)*

*(After landing safely, run to right side of car, between P9 & P12)*

P4 on roof

P5 on roof

Metal near front left tire well that is high in pitch

Metal near front left tire well that is low in pitch

P5 - drumming on roof

P4 - drumming on roof

Metal near front right tire well that is high in pitch

Metal near front right tire well that is low in pitch

P8 - kneeling

P7 - kneeling

P11 & P12

P9 & P10

P15

P14

62

1. Deadstroke (leave on car after striking)

Deadstroke (leave on car after striking) w/ both hands

Honk horn

The musical score consists of 16 parts, labeled P 1 through P 16, arranged in two systems of eight parts each. The time signature is 3/4. The first system (P 1-P 13) features a variety of rhythmic patterns: P 1 and P 2 have a simple quarter-note pattern; P 3 has a steady eighth-note accompaniment; P 4 & 5, P 6, P 7 & 8, P 9, 10, 11, 12, and P 13 have more complex patterns involving eighth and sixteenth notes. The second system (P 14 & 15, P 16) shows P 14 & 15 continuing the patterns from the first system, while P 16 has a long, sustained note labeled 'Honk horn'.





85 **Grave**

(Enter friendly person w/ gas can, acting as if refilling car w/ gas.) (squat & turn around)

**G** **Maestoso** Stick clicks

P 1

P 2

P 3

P 4 & 5

P 6

P 7 & 8

P 9, 10  
11, 12

P 13

P 14 & 15

(squat & turn around)

Say: "Glug, glug, glug, glug..."  
-ascending in pitch

Stick clicks

(kneel in front of car, w/ back to audience)

Edge of hood

On front bumper, above license plate

90 poco accel.

poco a poco

accel.

The musical score consists of 15 staves, labeled P 1 through P 14 & 15. The score is divided into three sections: 'poco accel.', 'poco a poco', and 'accel.'. The notation includes various rhythmic patterns, including eighth and sixteenth notes, and rests. Performance markings such as '(Stand)' and 'P7 (Stand)' are placed above or below the staves to indicate specific actions for the performers. The score is written in a standard musical notation style with a treble clef and a common time signature.

96 **molto accel.** **stringendo**  
(Stand)

P 1

P 2

P 3

P 4 & 5

P 6

P 7 & 8

P 9, 10  
11, 12

P 13

P 14 & 15



H

100

P 1

P 2

P 3

P 4 & 5

P 6

P 7 & 8

P 9, 10  
11, 12

P 13

P 14 & 15

On windshield

RR LL RR LL  
(Open doors)

(Kneeling in front of car)

Edge of hood, center

Hit other player's stick

On hood

R L R L R L R

*(Furiously click sticks, while running off of stage as quickly as possible.)*

106

P 1

P 2

Metal near front left tire well that is high in pitch

P 3

Metal near front left tire well that is low in pitch

Slamming doors

P 4 & 5

P 6

P 7 & 8

P 7

P 8

P 9, 10

11, 12

P 9 & P 10

P 13

(Open hatchback) Slam hatchback

(Run off of stage as quickly as possible.)

P 14 & 15

P 14