

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

The musical score is written for 16 players in 4/4 time. It is divided into three measures by double bar lines. Player 1 has a melodic line with notes and rests. Players 2-15 have rhythmic patterns of 'x' marks. Player 16 has a solid horizontal line. Stage directions are provided for several players.

Player 1: *Offstage, clicking sticks and cheering wildly* (Measure 1); *(Run to back of car from backstage 2nd x)* (Measure 2); *(While standing behind car)* (Measure 3). Annotations: Roof, Windshield (Measure 1); Roof, Hatchback (Measure 3).

Player 2: *(Run to left side of car from stage left 2nd x)* (Measure 3).

Player 3: *Offstage, cheering wildly* (Measure 1); *(Each player has one drumstick stored in car)* (Measure 1).

Players 4 & 5: (Measure 1).

Player 6: (Measure 1).

Players 7 & 8: (Measure 1).

Players 9, 10, 11 & 12: (Measure 1).

Player 13: (Measure 1).

Players 14 & 15: (Measure 1).

Player 16: *(In car, preferably out of sight)* (Measure 1).

A

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 P5

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

Center of bumper

Edge of hood, over right headlight

Edge of hood, over left headlight

(Kneeling in front of car)

(Get inside of car)

Slam door from inside of car

On windshield

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

Edge of hood, center

R L R
L R L

Hit other player's stick

On hood

On body of car, above tire well

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.)

(Stand on hood, with one foot to either side of P6's back.)

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

On license plate

(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)

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

R L R L

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

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 notes:

- (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 part (P 1 to P 14 & 15). The notation includes various rhythmic patterns, rests, and dynamic markings such as accents (>) and slurs. Performance instructions are provided for several parts: P 4 & 5, P 13, and P 14 & 15. The score is organized into measures by vertical bar lines.

E

56

P 1

P 2
(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)

P 3

P 4 & 5
P4 on roof
P5 on roof
(Use P3 to leap-frog off of the hood (Over player 3) and land facing forward)
(Stand on stage and close door)
(After landing safely, run to right side of car, between P9 & P12)

P 6

P 7 & 8

P 9, 10, 11, 12

P 13

P 14 & 15

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 staves, each representing a different percussion part:

- P 1:** Features a rhythmic pattern of quarter notes and eighth notes with slurs and accents.
- P 2:** Similar to P 1, with quarter notes and eighth notes.
- P 3:** Features a continuous eighth-note pattern.
- P 4 & 5:** Features a rhythmic pattern of quarter notes and eighth notes with slurs and accents.
- P 6:** Features a rhythmic pattern of quarter notes and eighth notes with slurs and accents.
- P 7 & 8:** Features a rhythmic pattern of quarter notes and eighth notes with slurs and accents.
- P 9, 10, 11, 12:** Features a rhythmic pattern of quarter notes and eighth notes with slurs and accents.
- P 13:** Features a rhythmic pattern of quarter notes and eighth notes with slurs and accents.
- P 14 & 15:** Features a rhythmic pattern of quarter notes and eighth notes with slurs and accents.
- P 16:** Features a long, sustained note with a slur, labeled "Honk horn".

The score is in 3/4 time and includes a first ending bracket at the end of the piece.

79

F

Close hatchback

(Drum on back of car while facing away from car)
rit.

molto rit.

The musical score consists of 15 staves, each representing a different percussion part:

- P 1:** Features a sequence of quarter notes with a dotted eighth note, starting with a 'Close hatchback' instruction.
- P 2:** Similar to P 1, with a 'Close hatchback' instruction.
- P 3:** Features a continuous eighth-note pattern with accents, with the instruction '(Drum on car's side while facing away from car)'. A 'Close hatchback' instruction is also present above the staff.
- P 4 & 5:** Features a sequence of quarter notes with a dotted eighth note, with the instruction '(Drum on car's side while facing away from car)'. A 'Close hatchback' instruction is also present above the staff.
- P 6:** Features a continuous eighth-note pattern with accents, with the instruction '(Drum on car's side while facing away from car)'. A 'Close hatchback' instruction is also present above the staff.
- P 7 & 8:** Features a continuous eighth-note pattern with accents, with the instruction '(Drum on car's side while facing away from car)'. A 'Close hatchback' instruction is also present above the staff.
- P 9, 10, 11, 12:** Features a continuous eighth-note pattern with accents, with the instruction '(Drum on car's side while facing away from car)'. A 'Close hatchback' instruction is also present above the staff.
- P 13:** Features a sequence of quarter notes with a dotted eighth note, with a 'Close hatchback' instruction.
- P 14 & 15:** Features a continuous eighth-note pattern with accents, with the instruction '(Drum on car's side while facing away from car)'. A 'Close hatchback' instruction is also present above the staff.

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

(kneel in front of car, w/ back to audience)
Edge of hood
On front bumper, above license plate

Stick clicks

Stick clicks

90 poco accel.

poco a poco

accel.

The musical score is organized into 15 parts (P1 to P15) across six systems. The tempo markings are *poco accel.*, *poco a poco*, and *accel.*. The score includes various rhythmic patterns, including rests marked with 'x' and complex rhythmic figures. Performance instructions such as *(Stand)* are placed above or below specific parts in certain measures.

Part Details:

- P1, P2, P4 & 5, P6, P13, P14 & 15:** These parts feature a rhythmic pattern of quarter notes with rests marked by 'x'.
- P3:** Features a complex rhythmic pattern of eighth and sixteenth notes.
- P7 & 8:** Features a complex rhythmic pattern of eighth and sixteenth notes.
- P9, 10, 11, 12:** Features a complex rhythmic pattern of eighth and sixteenth notes.
- P5, P7 (Stand), P8 (Stand), P9 (Stand), P10, P11, P12, P14 (Stand), P15:** These parts feature a complex rhythmic pattern of eighth and sixteenth notes.

Performance Instructions:

- (Stand)* is indicated for P6, P7, P8, P9, P10, P11, P12, P14, and P15.

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

(Kneeling in front of car)

Hit other player's stick

On hood

RR LL RR LL
(Open doors)

Edge of hood, center

On windshield

R L R L R L R

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

106

P 1

P 2

P 3

Metal near front left tire well that is high in pitch

Metal near front left tire well that is low in pitch

Slamming doors

P 4 & 5

P 6

P 7 & 8

P8

P 9, 10
11, 12

P7
P11 & P12

P9 & P10

P 13

(Open hatchback) Slam hatchback

P 14 & 15

P15

P14

(Run off of stage as quickly as possible.)