

**Johannes Berauer**

The Grand Massacre  
for Brass Quintet

Score and Parts

# Das große Gemetzel

für Blechbläserquintett

Partitur und Stimmen



36 677

**Doblinger**

2015 bat mich das Ensemble Sonus Brass um ein Stück für ihr Programm „mezzotragisch“, in dem die Musiker ernsthaft aneinander geraten. Ich recherchierte dazu „Bugle Calls“ diverser Armeen, die dann themengerecht in ein musikalisches Gefecht geflochten wurden. Um dem Ganzen eine etwas absurde humoristische Note zu verleihen, wählte ich vor allem harmlose Signale aus (wie „zum Essen blasen“ und dergleichen). Die Musik beginnt einigermaßen geordnet, bis die Musiker in teils improvisatorischen Passagen immer mehr gegeneinander statt miteinander spielen, was natürlich in Chaos münden muss. Der Versuch, die Dinge wieder zu ordnen, scheitert zunächst kläglich, bevor sie zum Schluss wieder zusammenfinden.

Johannes Berauer

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*In 2015 the ensemble Sonus Brass asked me to write a piece for their program 'mezzotragisch', in which the musicians clash violently. I researched bugle calls of various armies and then wove them into a musical web, according to their thematic structure. In order to give the whole exercise a slightly absurd and humoristic note I chose mostly harmless signals (e.g. the call to mess etc.). The music begins somewhat orderly until the musicians begin to play increasingly "against" each other rather than together, in partly improvised passages; the result, of course, being utter chaos. The attempt to reestablish order at first fails miserably; at the very end, however, they do manage to find back together.*

*Johannes Berauer*

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## The Grand Massacre

Johannes Berauer

Score

### Introduction

1 **senza misura**

look look at sim.  
down each other (mean!)

♩ = 106

Trumpet in B $\flat$  1  
Trumpet in B $\flat$  2  
Horn in F  
Trombone  
Tuba

2 **senza misura**

fast, frantic cont. sim. ad lib.

5



*The big escalation*

9

GO WILD! (fast high, low rumbling)

*f*

GO WILD! (fast high, low rumbling)

*f*

108 GO WILD! (fast high, low rumbling)

*f*

GO WILD! (fast high, low rumbling)

*f*

GO WILD! (fast high, low rumbling)

*f*

Instructions letter 9:

Shout at each other with fast rumbling lines. Pitches ad lib. (or just noise).

Play a few sequences and then move on. Begin and end each sequence simultaneously and very abrupt. The sequences should last 1-5".

(Instead of the rumbling somebody might also play parts of the bugle call from letter 8 at some point. Use this effect only once or twice.)