

The City of Madness

for

Defective Symphony Orchestra

by

Guillaume Vissac

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Instrumentation

Bassoon (4)

Trombone (3)

Bass Trombone (1)

Timpani (1)

Tubular Bells (1)

Violin I

Violin II

Viola

Cello

Contrabass

to Alain Jacquon

The City of Madness

for Defective Symphony Orchestra

A Dark Sun was Irradiating the City

Guillaume Vissac

Oppressive ♩ = 80

Bassoon 1

Bassoon 2

Bassoon 3

Bassoon 4

Trombone 1

Trombone 2

Trombone 3

Bass Trombone

Timpani

Tubular Bells

Violin I

Violin II

Viola

Cello

Contrabass

Oppressive ♩ = 80

Oppressive ♩ = 80

p

mf

f

p

pp

f

p

ff

p

ff

p

ff

p

ff

The City of Madness

This musical score is for the piece "The City of Madness". It features a brass section with four Bsn. parts (Bsn. 1-4), three Tbn. parts (Tbn. 1-3), and one B. Tbn. part. The woodwind section includes Timp., T. Bls., Vln. I, Vln. II, Vla., Vc., and Cb. The score is written in bass clef for the brass instruments and treble clef for the woodwinds. The key signature is one flat (Bb). The score is divided into measures, with a rehearsal mark '6' appearing at the beginning of the first measure for each part. The brass instruments play a melodic line starting in measure 6, with dynamics ranging from *p* to *f* and ending with a *dim.* instruction. The woodwinds provide harmonic support, with dynamics ranging from *p* to *f*.

The City of Madness

13

Bsn. 1 *mp*

Bsn. 2 *mp*

Bsn. 3 *mp*

Bsn. 4 *mp*

Tbn. 1 *mp*

Tbn. 2 *mp*

Tbn. 3 *mp*

B. Tbn. *mp*

Timp. *p*

T. Bls. *p*

Vln. I *mp* *p*

Vln. II *mp* *p*

Vla. *mp* *p*

Vc. *mp* *p*

Cb. *mp* *p* etc.

Detailed description: This is a page of a musical score for 'The City of Madness', starting at measure 13. The score is arranged in a standard orchestral format with multiple staves. The brass section includes four trumpets (Bsn. 1-4), three trombones (Tbn. 1-3), and a baritone trombone (B. Tbn.), all playing in the bass clef with a key signature of one flat. The woodwind section includes a timpani (Timp.) and a tuba (T. Bls.), both in the bass clef. The string section includes Violin I (Vln. I), Violin II (Vln. II), Viola (Vla.), Violoncello (Vc.), and Contrabass (Cb.), with Vln. I and Vln. II in the treble clef and the others in the bass clef. The score features dynamic markings such as *mp* (mezzo-piano) and *p* (piano), along with various musical notations including slurs, accents, and a triplet in the timpani part. A vertical dashed line is present at the end of the page, indicating the end of the excerpt.

The City of Madness

Houses were Moving

20 Dynamic ♩ = 130

Bsn. 1

Bsn. 2

Bsn. 3

Bsn. 4

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

Timp.

T. Bln.

Vln. I

Vln. II

Vla.

Vc.

Cb.

pp

mp

p

pp

mp

p

pp

pp

cresc.

p

Dynamics: *pp*, *mp*, *p*, *pp*, *mp*, *p*, *pp*, *pp*, cresc., *p*

The City of Madness

26

Bsn. 1

Bsn. 2

Bsn. 3

Bsn. 4

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

Timp.

T. Bls.

Vln. I

Vln. II

Vla.

Vc.

Cb.

mp

f

mf

mp

f

mf

mp

f

mf

mp

f

mf

mp

f

cresc.

mp

f

mp

f

f

f

f

This page of a musical score for "The City of Madness" includes staves for four baritone saxophones (Bsn. 1-4), four tenor saxophones (Tbn. 1-4), a timpani (Timp.), a trombone (T. Bls.), and string instruments (Vln. I, Vln. II, Vla., Vc., Cb.). The score begins at measure 26. The baritone saxophones play a rhythmic pattern of eighth notes starting in measure 26, with dynamics *mp* and *f*. The tenor saxophones and baritone saxophone play a melodic line of dotted quarter notes, with dynamics *mf*, *mp*, and *f*. The timpani plays a steady eighth-note pattern, starting with a *cresc.* marking and reaching *mp* and *f*. The trombone plays a melodic line of dotted quarter notes, with dynamics *mp* and *f*. The strings (Vln. I, Vln. II, Vla., Vc., Cb.) are mostly silent, with some activity in the lower strings starting at measure 26, marked *f*.

The City of Madness

32

Bsn. 1

Bsn. 2 *f*

Bsn. 3

Bsn. 4 *f*

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn. *p* *f*

Timp. *mf*

T. Bln.

Vln. I

Vln. II

Vla. *f*

Vc.

Cb.

etc.

The City of Madness

Frenzy was Reigning Everywhere

Furious $\bullet = 150$

38

Bsn. 1 *ff*

Bsn. 2 *ff*

Bsn. 3 *ff*

Bsn. 4 *ff*

Tbn. 1 *ff*

Tbn. 2 *ff*

Tbn. 3 *ff*

B. Tbn. *ff*

Timp. *ff*

T. Bln. *ff*

Vln. I *ff*

Vln. II *ff*

Vla. *ff*

Vc. *ff*

Cb. *ff* div.

f

mf

Detailed description: This is a page of a musical score for a brass and percussion ensemble. The score is in 3/4 time and features a key signature of two flats (B-flat and E-flat). The tempo is marked 'Furious' with a quarter note equal to 150 beats per minute. The score begins at measure 38. The brass section consists of four B-flat saxophones (Bsn. 1-4), three tenor trombones (Tbn. 1-3), and one bass trombone (B. Tbn.). The percussion section includes a timpani (Timp.), two trumpets (T. Bln.), a violin I (Vln. I), a violin II (Vln. II), a viola (Vla.), a cello (Vc.), and a double bass (Cb.). The saxophones and trumpets play a rhythmic pattern of eighth notes, while the trombones and double bass play a more complex rhythmic figure. The timpani plays a steady eighth-note pattern. The violins, viola, and cello play sustained chords. The double bass plays a rhythmic pattern. Dynamics range from fortissimo (ff) to mezzo-forte (mf). The score is written for a full orchestra, with the brass and percussion parts being the focus of this page.

The City of Madness

45

Bsn. 1 *mp*

Bsn. 2 *mp*

Bsn. 3 *mp*

Bsn. 4 *mp*

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

45

Timp. *p*

T. Bln.

45

Vln. I

Vln. II

Vla. *mf*

Vc. *mf*

Cb. *mf*
pizz.

etc.

Detailed description: This page of a musical score, titled 'The City of Madness', covers measures 45 through 50. The score is arranged in a multi-staff format. The brass section includes four Bsn. parts (Bsn. 1-4) and four Tbn. parts (Tbn. 1-3 and B. Tbn.), all playing a rhythmic pattern of eighth notes. The woodwind section includes Timp. and T. Bln. parts, which are mostly silent. The string section includes Vln. I and II parts, which are silent, and Vla., Vc., and Cb. parts, which play a rhythmic pattern of eighth notes. The score is marked with dynamics such as *mp*, *p*, and *mf*, and includes performance instructions like *pizz.* for the Cb. part. The page ends with 'etc.' indicating the score continues.