



CHRISTUS FACTUS EST

Anton Bruckner,
transcribed by Thomas Doss

Besetzung / Instrumentation
Blasorchester / Concert Band

Partitur	1	Full Score
1. Flöte	3	Flute 1
2. Flöte	2	Flute 2
Oboe	2	Oboe
1. Fagott	1	Bassoon 1
2. Fagott	1	Bassoon 2
Klarinette Es (Wahlweise)	1	E♭ Clarinet (optional)
1. Klarinette B	5	B♭ Clarinet 1
2. Klarinette B	5	B♭ Clarinet 2
3. Klarinette B	5	B♭ Clarinet 3
Altklarinette Es (Wahlweise)	1	E♭ Alto Clarinet (optional)
Basklarinette B	1	B♭ Bass Clarinet
1. Altsaxophon Es	2	E♭ Alto Saxophone 1
2. Altsaxophon Es	2	E♭ Alto Saxophone 2
Tenorsaxophon B	2	B♭ Tenor Saxophone
Baritonsaxophon Es	1	E♭ Baritone Saxophone
1. Trompete B	2	B♭ Trumpet 1
2. Trompete B	2	B♭ Trumpet 2
3. Trompete B	2	B♭ Trumpet 3
1. Horn F	2	F Horn 1
2. Horn F	1	F Horn 2
3. Horn F	1	F Horn 3
1. Posaune	2	Trombone 1
2. Posaune	2	Trombone 2
3. Posaune	2	Trombone 3
1. Bariton	1	Baritone / Euphonium 1
1. Bariton B $\frac{4}{2}$	1	B♭ Euphonium 1 $\frac{4}{2}$
2. Bariton	1	Baritone / Euphonium 2
2. Bariton B $\frac{4}{2}$	1	B♭ Euphonium 2 $\frac{4}{2}$
Bass	4	Tuba
Kontrabass (Wahlweise)	1	String Bass (optional)
Pauken	1	Timpani

Zusätzliche Stimmen für bestimmte Länder / Additional parts for certain countries:

1. Horn Es	2	E♭ Horn 1
2. Horn Es	1	E♭ Horn 2
3. Horn Es	1	E♭ Horn 3
1. Posaune B $\frac{4}{2}$	1	B♭ Trombone 1 $\frac{4}{2}$
1. Posaune B $\frac{2}{2}$	1	B♭ Trombone 1 $\frac{2}{2}$
2. Posaune B $\frac{4}{2}$	1	B♭ Trombone 2 $\frac{4}{2}$
2. Posaune B $\frac{2}{2}$	1	B♭ Trombone 2 $\frac{2}{2}$
3. Posaune B $\frac{4}{2}$	1	B♭ Trombone 3 $\frac{4}{2}$
3. Posaune B $\frac{2}{2}$	1	B♭ Trombone 3 $\frac{2}{2}$
1. Bariton B $\frac{4}{2}$	1	B♭ Euphonium 1 $\frac{4}{2}$
1. Bariton B $\frac{2}{2}$	1	B♭ Euphonium 1 $\frac{2}{2}$
2. Bariton B $\frac{4}{2}$	1	B♭ Euphonium 2 $\frac{4}{2}$
2. Bariton B $\frac{2}{2}$	1	B♭ Euphonium 2 $\frac{2}{2}$
Bass Es $\frac{4}{2}$	2	E♭ Bass $\frac{4}{2}$
Bass Es $\frac{2}{2}$	2	E♭ Bass $\frac{2}{2}$
Bass B $\frac{4}{2}$	2	B♭ Bass $\frac{4}{2}$
Bass B $\frac{2}{2}$	2	B♭ Bass $\frac{2}{2}$