



Works by Max Doehlemann

*21 December 1970

[To the composer](#)

7 Songs on Shakespeare's Sonnets (2012)

Genres: solo voice

Orchestration: for baritone

Duration: 29'

Soloist: baritone

[To the work](#)

der bär antwortet (2017)

Genres: solo voice chamber music/ensemble (2-9 players)

Orchestration: for soprano, trumpet in C and organ

Duration: 12'

Soloist: soprano

[To the work](#)

Divertimento (2017)

Genres: 1 instrument

Orchestration: for piano

Duration: 9'

Soloist: piano

[To the work](#)

Drehwurm (2022)

Genres: chamber music/ensemble (2-9 players)

Orchestration: for violoncello and piano

Duration: 4'

[To the work](#)

GilGul (2017)

Genres: 1 instrument solo voice

Orchestration: for soprano and violoncello for soprano and violoncello

Duration: 13'

Soloist: violoncello; soprano

[To the work](#)

Kaddisch (2016)

Genres: 1 instrument solo voice

Orchestration: for baritone and piano for baritone and piano

Duration: 5'

Soloist: piano; baritone

[To the work](#)

Orte (2016)

Genres: solo voice

Orchestration: for baritone

Duration: 25'

Soloist: baritone

[To the work](#)

Psalm 95 (Hebräisch) (2014)

Genres: solo voice chamber music/ensemble (2-9 players)

Orchestration: for soprano, baritone, viola and piano

Duration: 9'

Soloist: soprano; baritone

[To the work](#)

Signals from Shushan - Fantasy for solo violin and (2017)

Genres: ensemble (10+ players) chamber orchestra orchestra

Orchestration: for violin and ensemble (10+ players) or chamber orchestra or orchestra for violin and ensemble (10+ players) or chamber orchestra or orchestra

Duration: 11'

Soloist: violin

[To the work](#)

The Eight Chanukah Candles (2021)

Genres: 1 instrument

Orchestration: for piano

Duration: 18'

Soloist: piano

[To the work](#)

Thema und Variationen (2010)

Genres: 1 instrument

Orchestration: for guitar

Duration: 6'

Soloist: guitar

[To the work](#)

Tikkun (2020)

Genres: chamber music/ensemble (2-9 players)

Orchestration: for violin and percussion

Duration: 25'

To the work
