

COASTAL WIND

Adagio (♩ = 54)

Rit. molto A Tempo

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12 *Poco rit. A Tempo*

Fl. 1 *mp* *mf* *mp* *p*

Fl. 2 *mp* *mf* *mp* *p*

Ob. 1 *mp* *mf* *mp* *p*

Ob. 2 *mp* *mf* *mp* *p*

Cl. 1 *mp* *mf* *mp* *mf* *p*

Cl. 2 *mp* *mf* *mp* *mf* *p*

Bsn. 1 *p < mp* *p < mp* *p* *mf* *p < mf* *mp < mf*

Bsn. 2 *mp* *mf* *mp* *p*

Hn. 1

Hn. 2

Hn. 3

Hn. 4

Glock.

Hp. *p*

Vln. I *mp < mf* *mp* *p < mp* *p* *mf* *p* *p < mp > p*

Vln. II *mp* *mf* *mp* *p < mp* *p* *mf* *p* *p < mp > p*

Vla. *mp* *mf* *p* *p* *p < mp > p* *mf* *p* *p < mf* *mp < mf*

Vc. *mf* *p* *mp* *mp* *mf* *mp* *p*

Db. *pp* *p* *pp* *p* *mf* *mp* *p*

24

Fl. 1 *mp* *f* *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Fl. 2 *mf* < *f* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Ob. 1 *mp* *f* *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Ob. 2 *mf* < *f* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Cl. 1 *mp* *f* *mp* *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Cl. 2 *mp* *f* *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Bsn. 1 *mp* *f* *mf* *p*

Bsn. 2 *mp* *f* *mf* *p*

Hn. 1 *p*

Hn. 2 *p*

Hn. 3

Hn. 4

Glock.

Hp. *p*

Vln. I *mp* *f* *div. a2* *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Vln. II *p* *p* *mp* *f* *div. a2* *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Vla. *p* *f* *p*

Vc. *mp* *f* *p* *f* *mf* *p*

Db. *p* *f* *mf* *p*

34

Fl. 1 *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Fl. 2 *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Ob. 1 *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Ob. 2 *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Cl. 1 *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Cl. 2 *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Bsn. 1 *mf* *p* *mf* *p* *mf*

Bsn. 2 *mf* *p* *mf* *p* *mf*

Hn. 1

Hn. 2

Hn. 3 *mf* *p* *mf*

Hn. 4 *mf* *p* *mf*

Glock. *p*

Hp.

Vln. I *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Vln. II *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Vla.

Vc. *mf* *p* *mf* *p* *mf*

Db. *mf* *p* *mf* *p* *mf*

44

Molto Rit. A Tempo Molto Rit.

Fl. 1 *p* < *mp* > *p* < *mp* >

Fl. 2 *p* < *mp* > *p* < *mp* >

Ob. 1 *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Ob. 2 *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Cl. 1 *mp* *p*

Cl. 2 *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* > *mp* *p*

Bsn. 1 *p* *mp* *p* *mp* *p*

Bsn. 2 *p* *mp* *p*

Hn. 1

Hn. 2

Hn. 3 *p*

Hn. 4 *p*

Glock.

Hp. *p*

Vln. I *p* < *mp* > *p* < *mp* >

Vln. II *p* < *mp* > *p* < *mp* > *p* < *mp* > *p* < *mp* >

Vla. *p* *pp*

Vc. *p* *mf* *p* *pp*

Db. *p* *pp*

one player per desk

p all play

55 A Tempo Poco Rit. A Tempo

Fl. 1
Fl. 2
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Bsn. 2
Hn. 1
Hn. 2
Hn. 3
Hn. 4
Glock.
Hp.
Vln. I
Vln. II
Vla.
Vc.
Db.

mp
p
A Tempo
Poco Rit.
unis.
mf
p

76

Molto Rit. A Tempo Rit.

Fl. 1

Fl. 2

Ob. 1

Ob. 2

Cl. 1

Cl. 2

Bsn. 1

Bsn. 2

Hn. 1

Hn. 2

Hn. 3

Hn. 4

Glock.

Hp.

Vln. I

Vln. II

Vla.

Vc.

Db.

p *pp* *ppp*