

Double

for 10 players

Charlie Sdraulig (2026)

wavering, quiet
[~1"]

fl.

a. sax.

8 • p
c3

seamlessly blend with the *vc.* & *cb.*

b. cl.

seamlessly blend with the *a. sax.*

bsn.

(sounding)

I
II (bow changes ad lib.)

vc.

minimum bow speed & pressure to create balanced double harmonics; match *cb.* level

just loud enough to support the *a. sax.* entry

(sounding)

I
II (bow changes ad lib.)

cb.

minimum bow speed & pressure to create balanced double harmonics; match *vc.* level

just loud enough to support the *a. sax.* entry

2
3
4
2
3
4
C#

fl.

a. sax.

b. cl.

bsn.

vc.

cb.

seamlessly blend with the vc.

ppp

pp tender > qn

pp > qn

qn seamlessly blend with the b. cl.

ppp

just loud enough to support the bsn. entry

pp foreground

just loud enough to support the bsn. entry

pp foreground