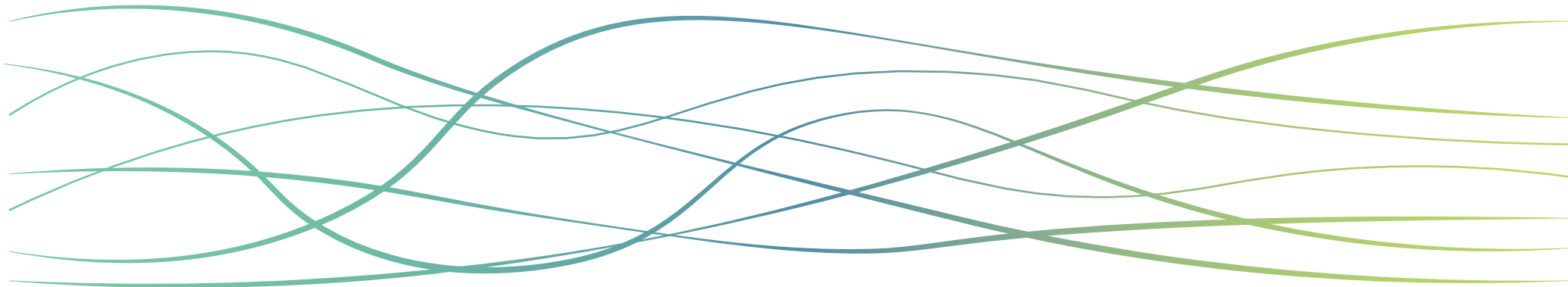


Aeolia

Score for 2 violins, 2 pianos,
B♭ clarinet, and guitar.

Rae Sheaperd 2026



Instructions:

Time is at the performers discretion, but should feel very slow as if sitting on a gentle breeze or in tandem with the breathing of the performer. Play freely. Time should feel loose on the level of both ensemble and player.

Repeat each cell as many times as you'd like (minimum of 3) until you are satisfied, but you must move through the order sequentially. Do your best to stay somewhat together instinctively, but loose structures are encouraged. Staying on the same cell is not possible, but feel as players around you move on.

Fermatas indicate a players choice in note value with the minimum note value being the one marked. For instance, if you have a fermata above an eighth rest, you may rest for what you deem to be only one eighth note, or any amount of reasonable time further. This value may change on repeats.

Once you have reached then end, repeat the last cell until the entire ensemble is on the cell 28 B♭. Then, fade out with direction from a chosen leader

Aeolia

(Rae Sheaperd 2026)

Clarinet in Bb

Piano 1

Piano 2

Guitar

Violin 1

Violin 2

1. *n* *mp*

2. *mf*

3. *mp* *n*

4. *n* *mf* *OR*

Any register

1. *p*

2. *p*

3. *mp* *Red.*

4. *p* *mf* *p*

Any register

1. *p*

2. *p*

3. *Fixed register* *p*

4. *mp* *Red.*

Capo 3

1. *p* *Let ring*

2. *mp*

3. *mp*

4. *mf*

1. *p*

2. *p*

3. *mp*

4. *mp* *p*

Cl. in B $\flat$

5. *n* < *mp* >

6. *mp* < >

7. *mp*

8. *mp* *n* < *mp*

Pno. 1

Any register —

5. *p*

6. *mp*

7. *mf*

8. *mf*

Pno. 2

Any register —

5. *mp*

6. Fixed register —

7. *mp* *Red.*.....

8. *mf*

Guit.

5. *mp*

6. *mp*

7. *mp*

Vln. 1

5. *mf*

6. *mp*

7. *f* *pp* < >

Vln. 2

5. *mf*

6. Dismantle bow

7. *mp* *gliss.*

8. Reassemble bow

Bowing across all 4 strings playing on A string

Cl. in B $\flat$

9. mf 10. mf 11. 12. n mf n

Pno. 1

9. Fixed register mp Red. 10. Any register mp 11. 12. Red.

Pno. 2

9. Fixed register p 10. 11. Any register mp 12. mf Red.

Guit.

8. mp 9. mp 10. mp 11. mp

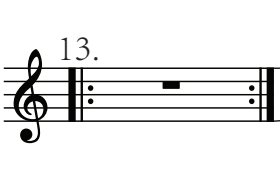
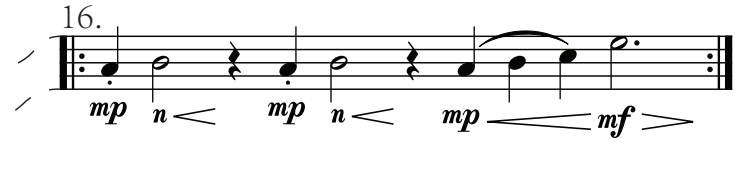
Vln. 1

8. p 9. mp 10. p 11. 12. p

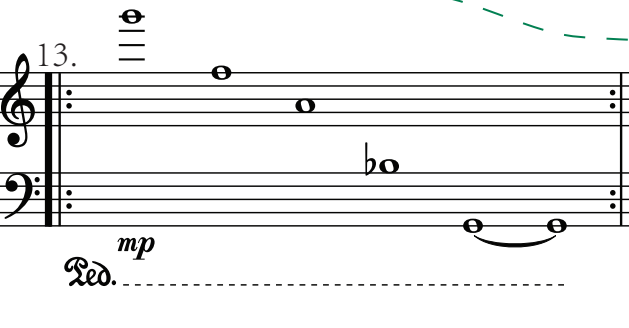
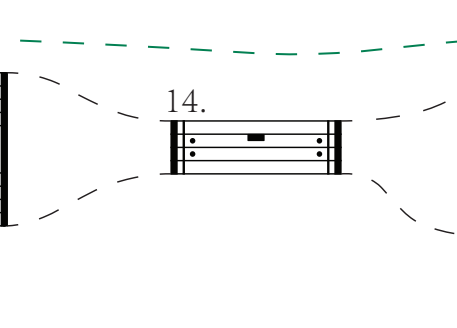
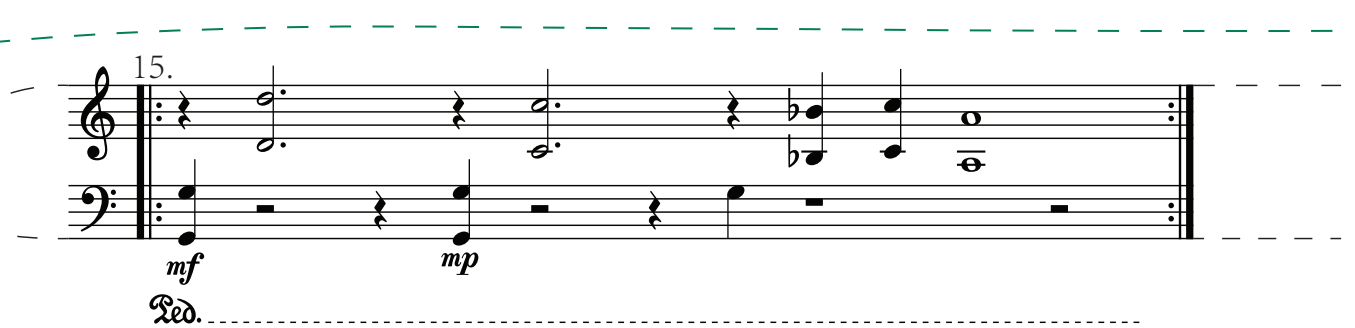
Vln. 2

9. mp 10. p 11. 12. mp

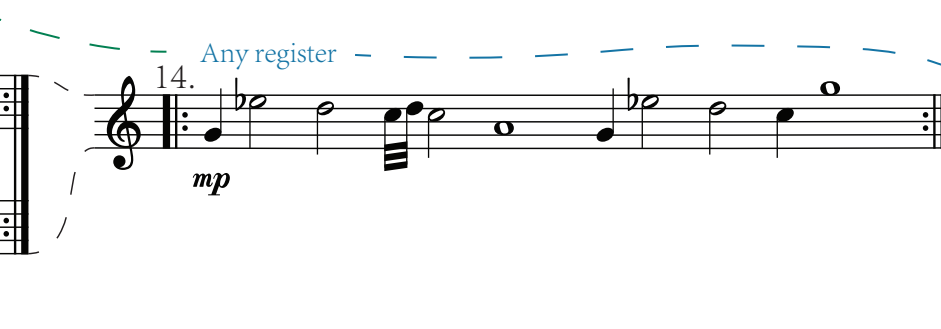
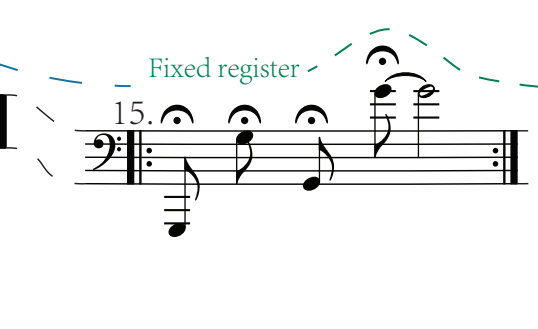
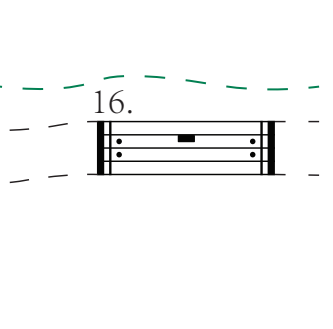
Cl. in Bb

13.  14.  15.  16. 

Pno. 1 Fixed register

13.  14.  15. 

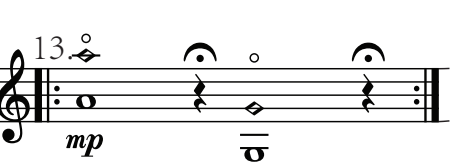
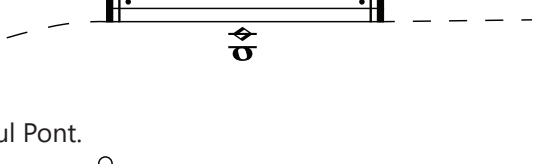
Pno. 2

13.  14.  15.  16. 

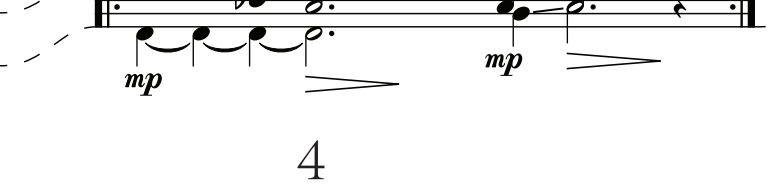
Guit.

12.  13.  14.  15. 

Vln. 1

13.  14.  15.  16. 

Vln. 2

13.  14.  15.  16. 

Cl. in B $\flat$

Any register

Pno. 1

Fixed register

Any register

Pno. 2

Any register

Guit.

Vln. 1

Vln. 2

Norm.

Cl. in B $\flat$

22. *mp*

23. *mp*

24. *mp* *mp* *mp* *pp* *mp*

Pno. 1

21. *mf*

22. *mf*

Fixed register

Any register

Pno. 2

22. *mp*

23. *mp*

24. *mp*

Fixed register

Red.

Guit.

21. *mf*

22. *mf*

23. *mp*

Vln. 1

22. *mf*

23. *mp* *mf* *p*

24. *mp*

Vln. 2

22. *mp*

23. *mf*

24. *mp* *p*

Cl. in B $\flat$

25. *mp*

26. *n* $\leftarrow$ *mp*

27. *n* $\leftarrow$ *mp*

Pno. 1

Any register

23. *mp*

24. *rit.* *mp*

25. *mp*

26. *p*

Pno. 2

Fixed register

25. *mp* *Red.*

26. *mp*

27. *mp*

Change registers every repeat

Guit.

24. *mp*

25. *mp*

26. *mp*

27. *mp*

Vln.1

25. *mp*

26. *mp*

27. *p*

Vln. 2

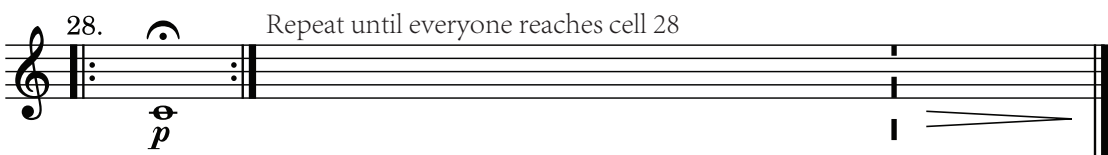
25. *mp*

26. *mp*

27. *p*

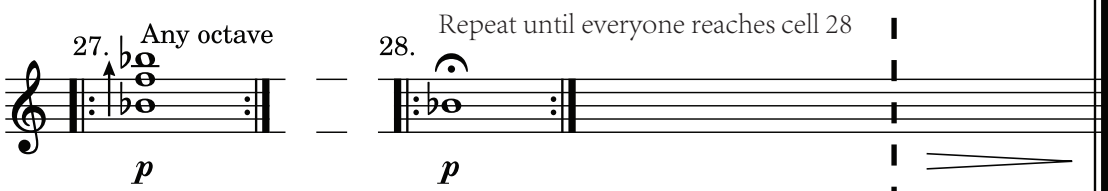
Cl. in B $\flat$

28. Repeat until everyone reaches cell 28



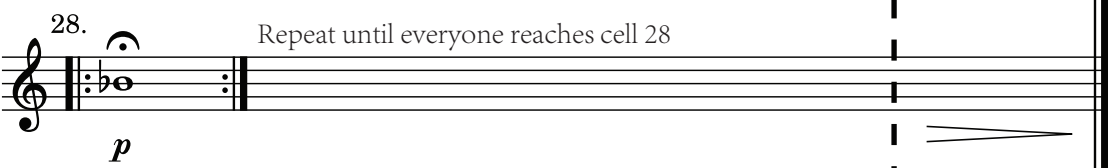
Pno. 1

27. Any octave 28. Repeat until everyone reaches cell 28



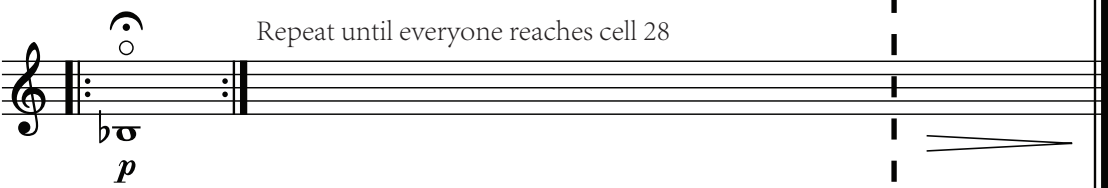
Pno. 2

28. Repeat until everyone reaches cell 28



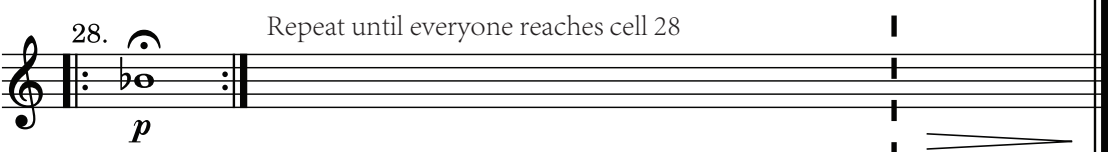
Guit.

Repeat until everyone reaches cell 28



Vln. 1

28. Repeat until everyone reaches cell 28



Vln. 2

28. Repeat until everyone reaches cell 28

