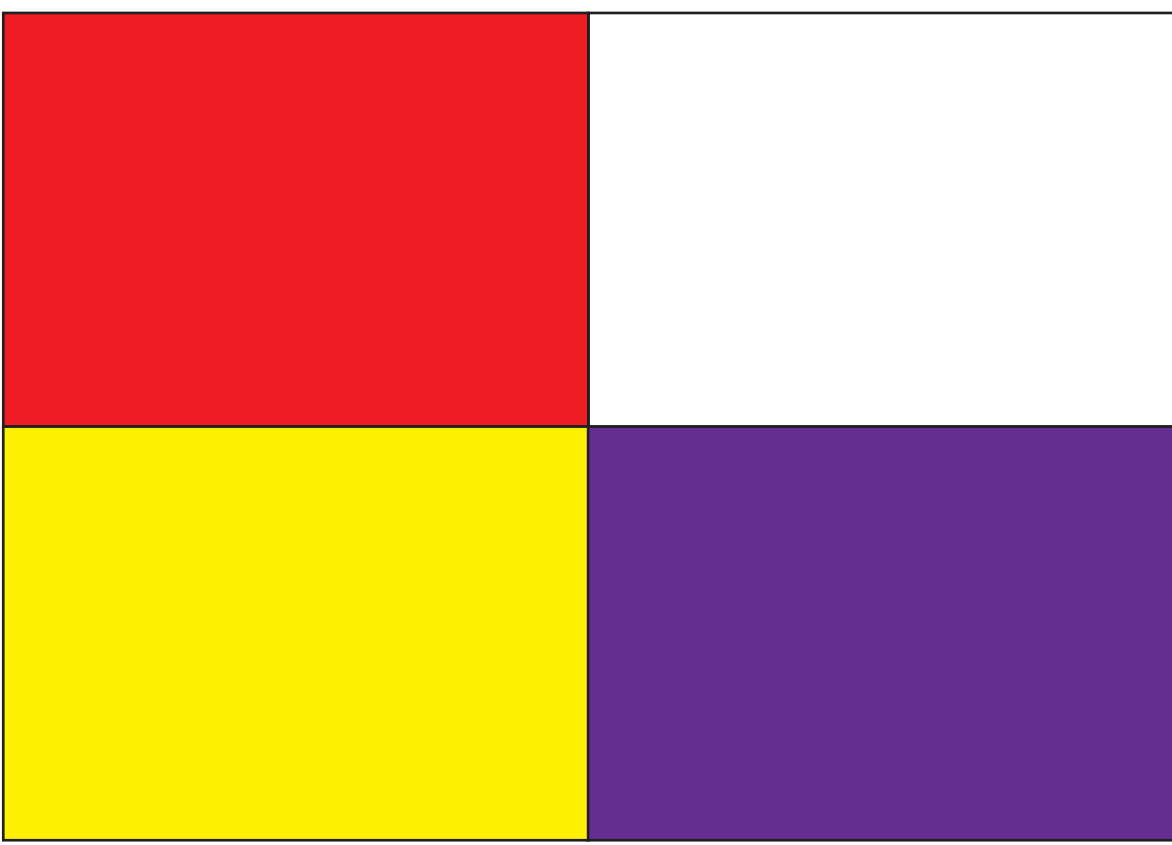


S A M L E I Ð



Pétur Eggerts

Strengjakvartett

2026

Um verkið

Strengjakvartettinn “Samleið” er liður í verkaröð þar sem nótur eru innblásnar af borðspilum og slembiaðferðum bandarísku tilraunahefðarinnar. Verkin eru byggð upp af “tónefnareitum” sem flytjendur leiða sig í gegnum á þann hátt sem þau kjósa, en þó eftir settum reglum verksins. Kvartettinn dregur innblástur úr samvinnuspilum þar sem samstarf allra aðila og hálfgerður hugsanalestur hefur áhrif á gang leiksins. Kvartettinn er í þremur hlutum, en hver kafli einblínir á eina ákveðna nálgun á strengjahljóðfærið: laglínu, áferð og hryn. Hver kafli samanstendur af 64 mismunandi tónefnareitum, sem flytjendur geta farið á milli í allar áttir. Allir flytjendur hafa sama nótnablað en byrja á mismunandi stað. Þau fara svo sína leið og reyna eftir bestu getu að lenda á sama reit og aðrir flytjendur. Þau þurfa svo að fara samtaka á milli reitanna til þess að mega halda áfram í næsta kafla. Þegar öll eru samtaka á einum reit má halda áfram í millikafla og að honum byrja þau þá á næsta kafla, hvert í sínu horni. Verkið reynir á samstigni og hlustun hjá öllum, sem er eitt af helstu einkennum góðra strengjakvartetta, og verður flóknara eftir því sem líður á verkið. Á sama tíma vinnur verkið á móti flytjendunum en það eru ýmsar gildirur á leið þeirra sem gæti komið þeim í klandur. Að lokum stendur annað hvort kvartettinn eða tónverkið uppi sem sigurvegari, en ef kvartettinum tekst ekki að ljúka öllum þremur hlutum innan ákveðins tímaramma þá sigrar verkið.



Framvinda

Prelude:
Á undan fyrsta kafla er stutt prelúdíá sem er upphaf verksins.

I: Ósköp venjulegur hraði
Hér er einblínt á “laglínu” en allir meðlimir spila úrval stefja sem saman mynda laglínu verksins. Stefin eru mörg keimlík, með svipuðum hryn, en ekki öll alveg eins. Hvert hljóðfæri spilar þó á sínu tónsviði, þannig ekki þarf að gera greinar-mun á áttundum þegar spilarar eru samferða. Engir lyklar eru gefnir upp og er það undir hvern og einn komið í hvaða lykli skuli lesa. Það má skipta um lykil þegar hentar og mögulega er það nauðsynlegt til þess að laglína myndist.

A) Intermezzo: Allegro con brio
Þegar komið er á gula reitinn er farið attacca í Intermezzo A, það leikið í gegn og farið svo attacca í annan kafla.

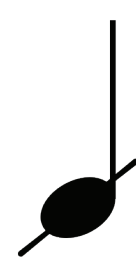
II: Löturhægt
Hér heldur laglínan/hrynurinn úr fyrri kafla áfram að einhverju leiti en spilatækni er aðallega við völd hér, t.d. Con sord, sul tasto, staccato o.s.frv, sumt tónbund-nara en annað. Svo nú reynir enn meira á hlustunina en áður. Nú hefur líka áhrifa-reitum fjölgað sem gæti komið spilurum í klandur.

B) Intermezzo: Adagio con fuoco
Úr gula reitnum í II er farið attacca í Intermezzo B, það leikið í gegn og farið svo attacca í þriðja kafla.

III: Frekar geyst
Hér eru hrynur orðinn óskýrari og mikið að gerast í hverjum reit, lítill tími til að hugsa og mjög margir áhrifareitir. Gangi ykkur vel.
C) Finale: Maestoso e poco pazzo
Ef þið komið ykkur í gegn um þriðja kafla þá er stutt pása eftir þið komist á gula reitinn (hálfnotupögn með fermötu upb og leikið til enda. Þá er öllu lokið. Til hamingju! Þið unnuð!

Ef þið klárið ekki kafla III þá endar verkið á pípínu í klukkunni. Þið tapið. Verkið vinnur.

Nótnalýsingar



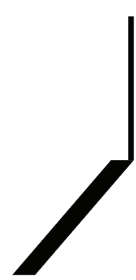
Mikil bogaprýstingur - „froskahljóð“



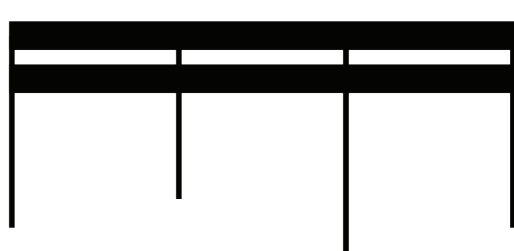
Spila neðan við stólinn - mikill bogaprýstingur (stundum pizz, þá bara plokk neðan við stóli)



Spila á hluta strengsins milli fingrabrettis og stilliskrúfa



Þvergrip - frjáls staðsetning - tónalaust



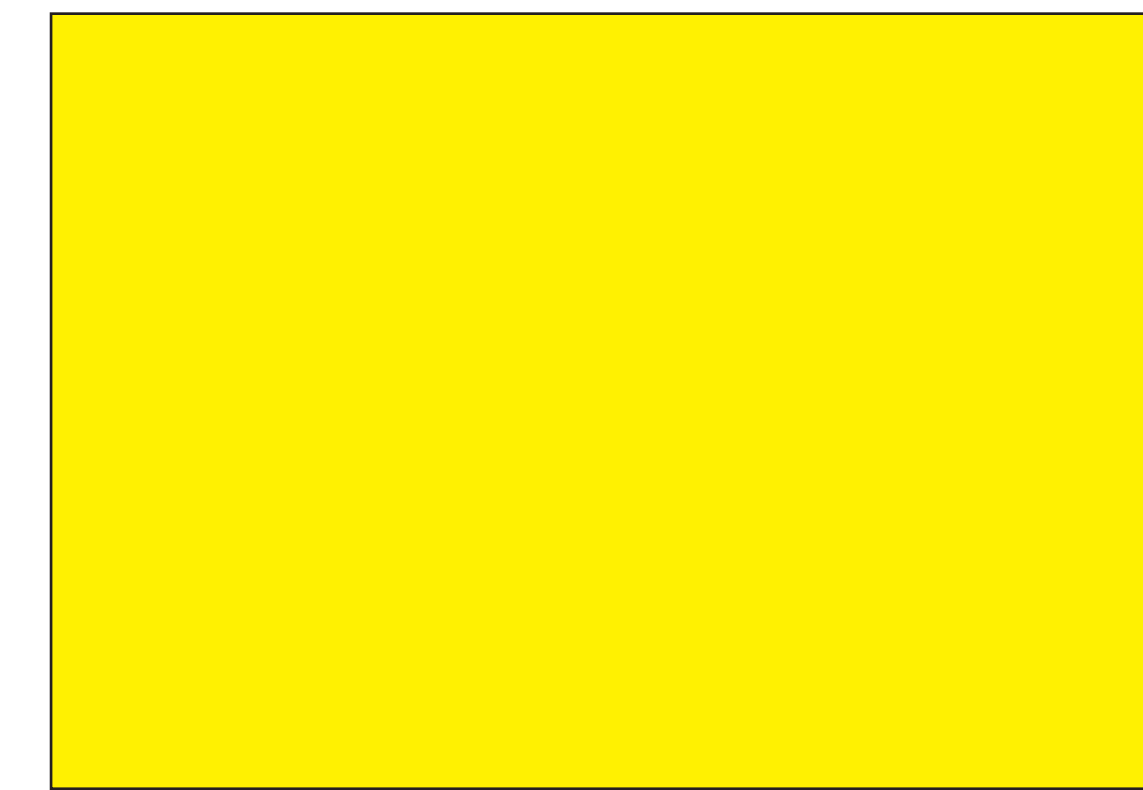
Frjáls tónhæð / nákvæm tónhæð ómöguleg



Flaututónn - ath: staðsetning fingurs nóteruð



Hæsta mögulega tónhæð



Lýsing á reitakerfinu

Allir reitir eru í 4/4 og hljómsveitin spilar á sama hraða. Það má ekki leika sama reit tvisvar í röð, það þarf alltaf að færa sig áfram (það er þó í lagi að spila sama reitinn aftur, bara ekki strax). Það má fara í allar áttir á næsta reit: upp, niður, hægri, vinstri og á ská, nema á gula reitinn í miðjunni - það má ekki fara á ská á hann.

Ef þú lendir á sama reit og samspilari, þá eigið þið að reyna að halda ykkur saman restinni af leiðinni, þar til allur kvartettinn er kominn saman. Svo reynið þið að komast öll saman að gula reitnum til þess að halda áfram í næsta kafla.

Í upphafi stillir amk einn spilari skeiðklukku, en við 20 mínútur lýkur verkinu, ef því er ekki lokið fyrr. Ef spilarar komast ekki í gegnum alla þrjá kafla á þessum 20 mínútum sigrar verkið. Annars sigrar kvartettinn.

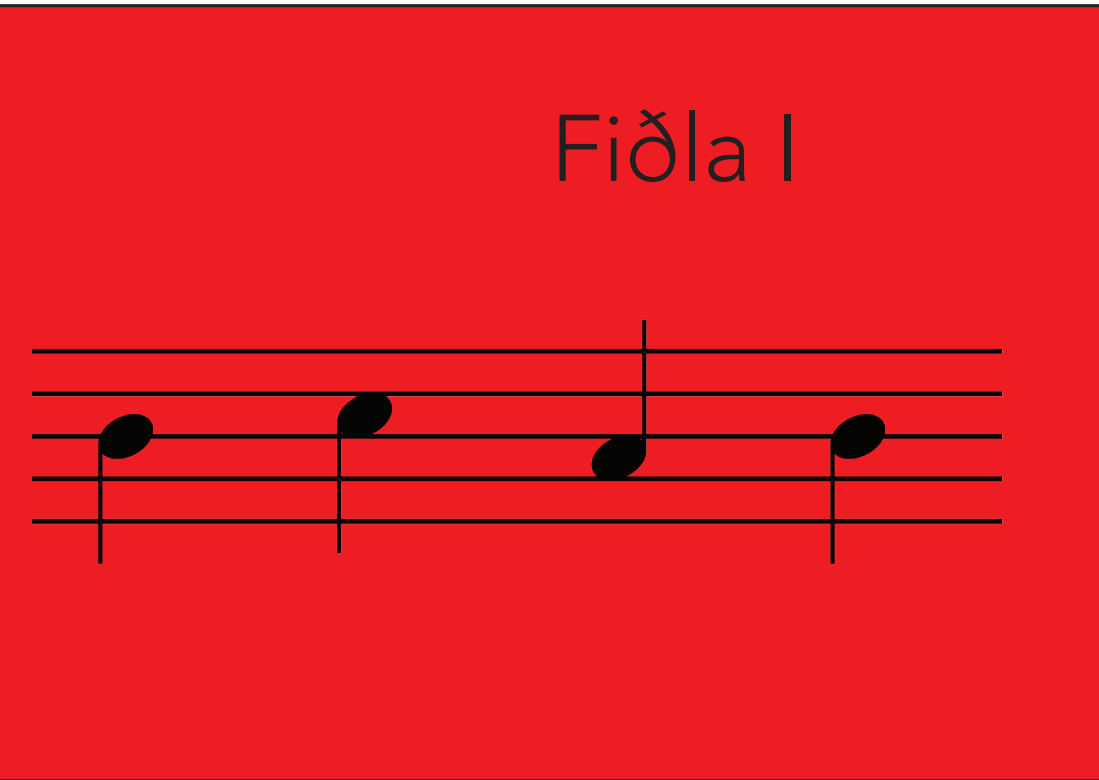
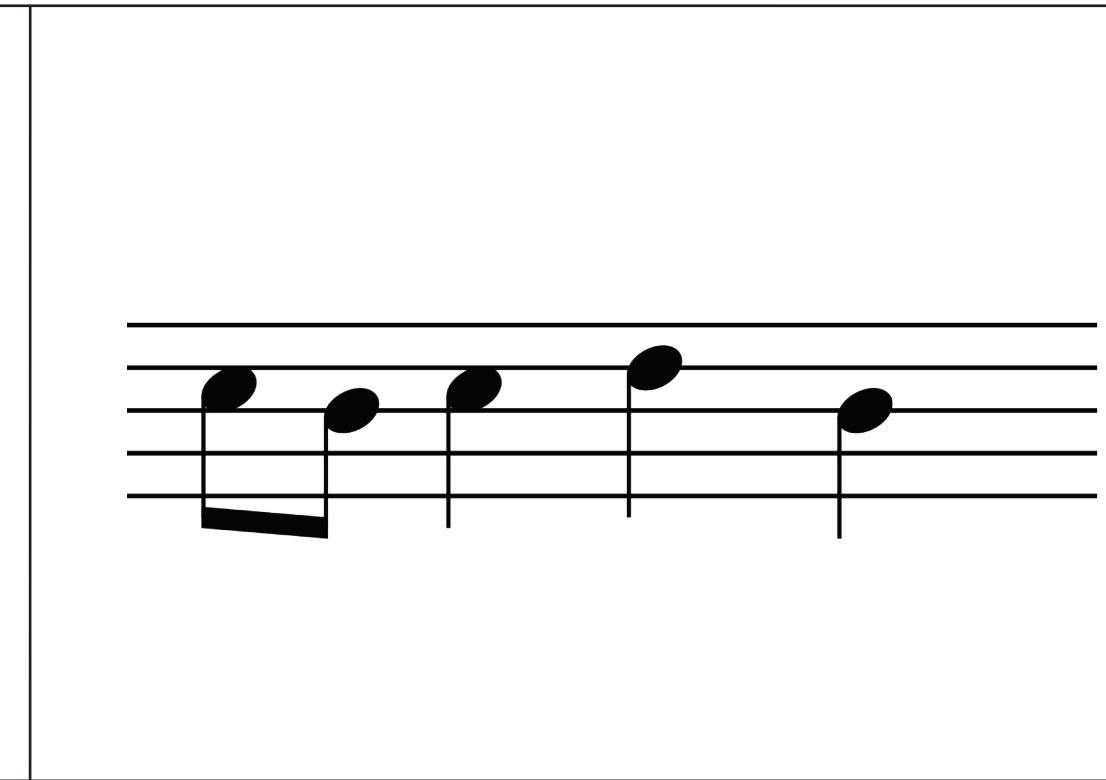
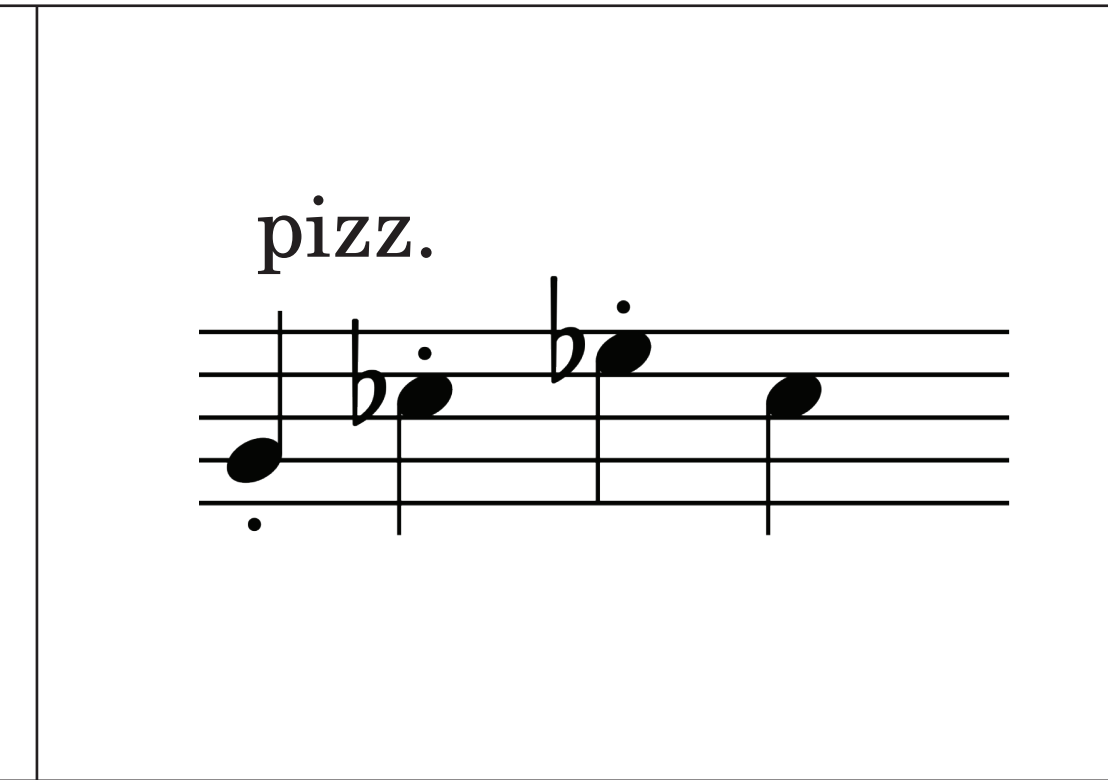
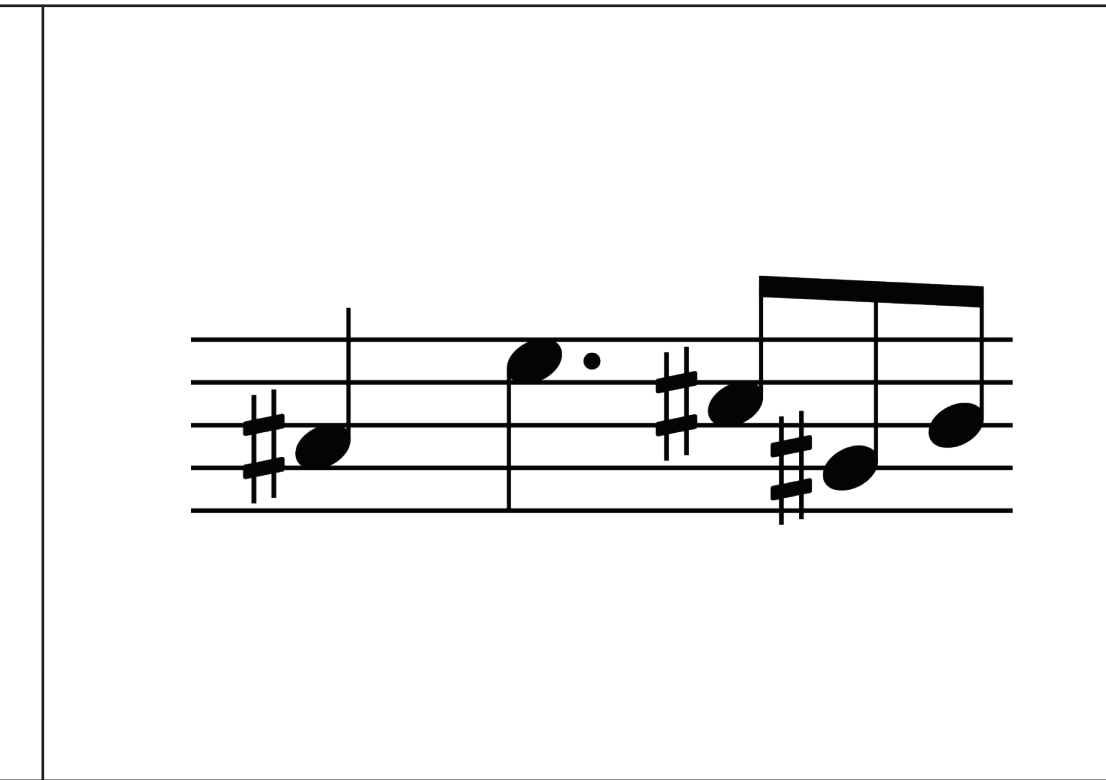
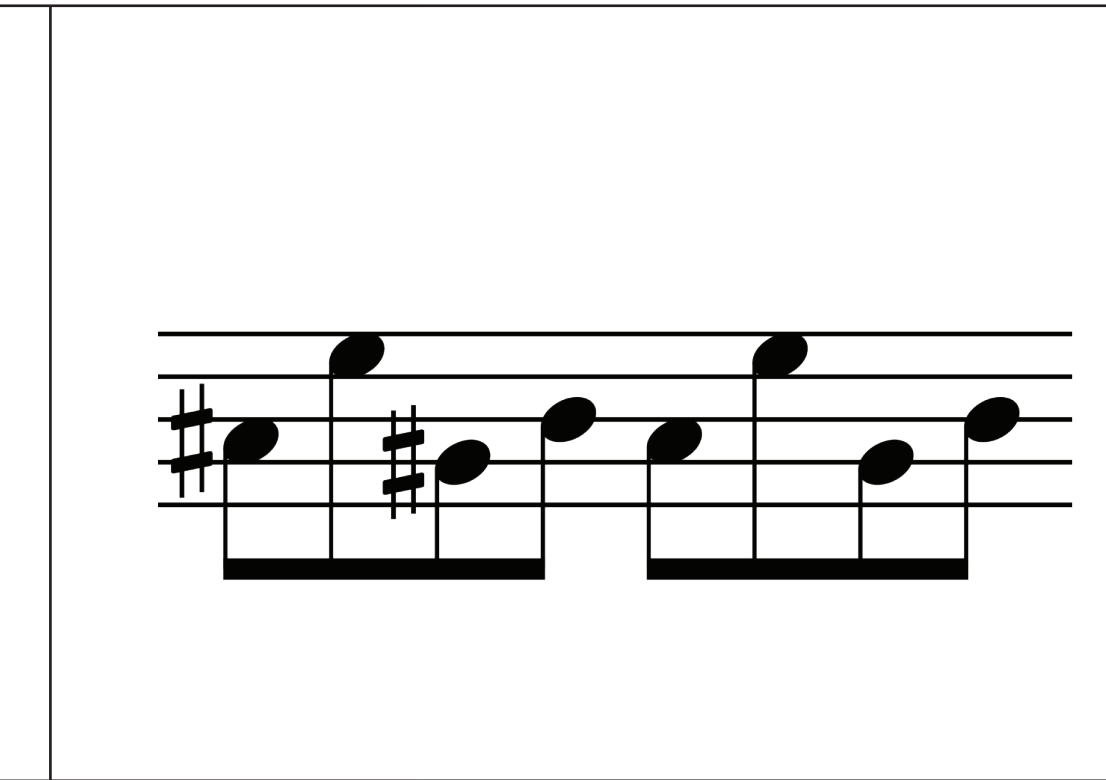
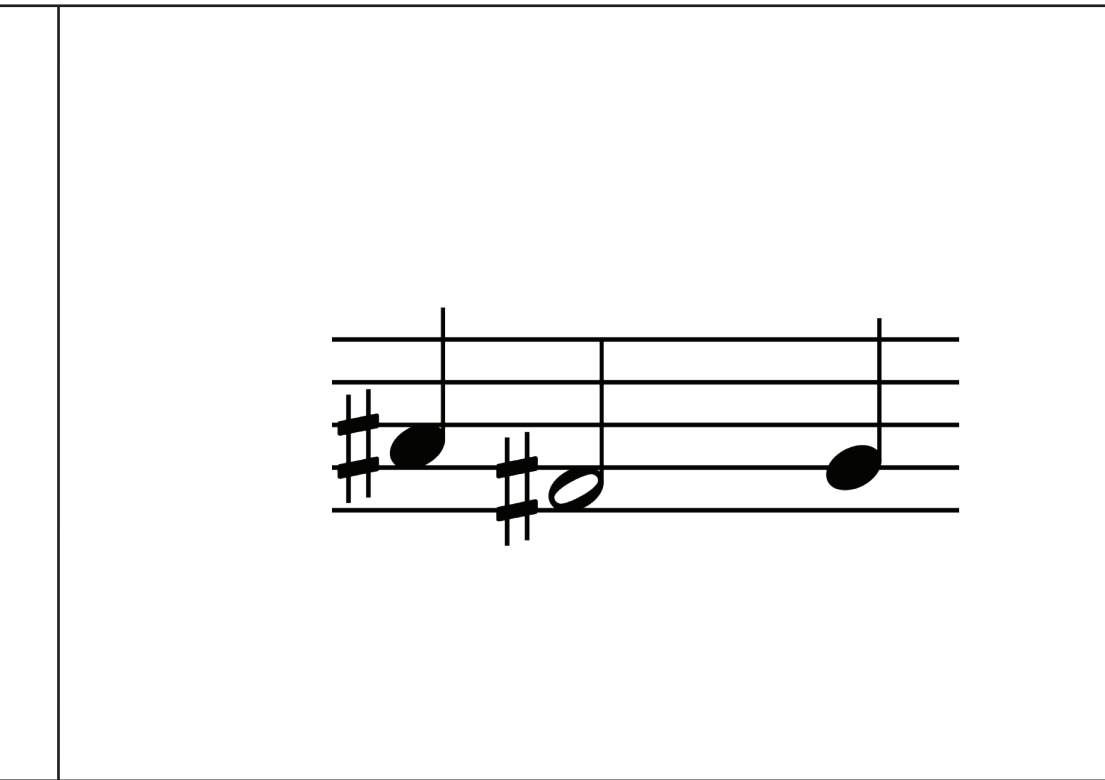
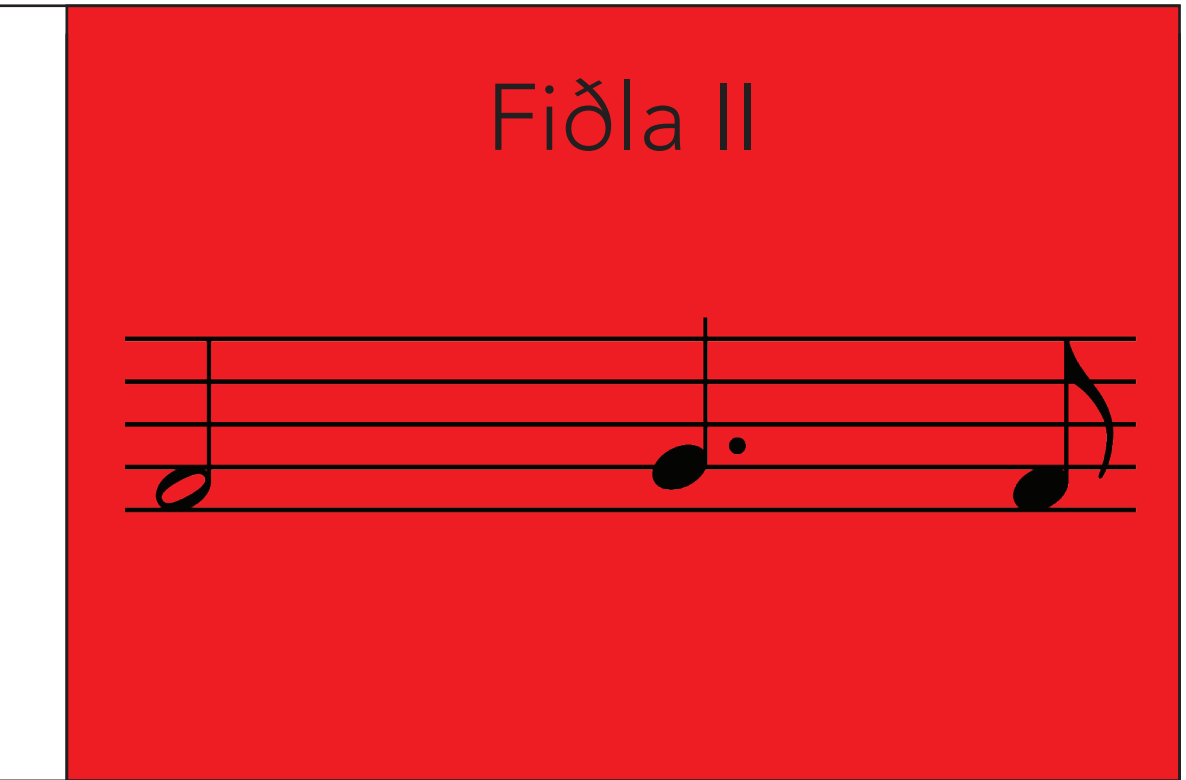
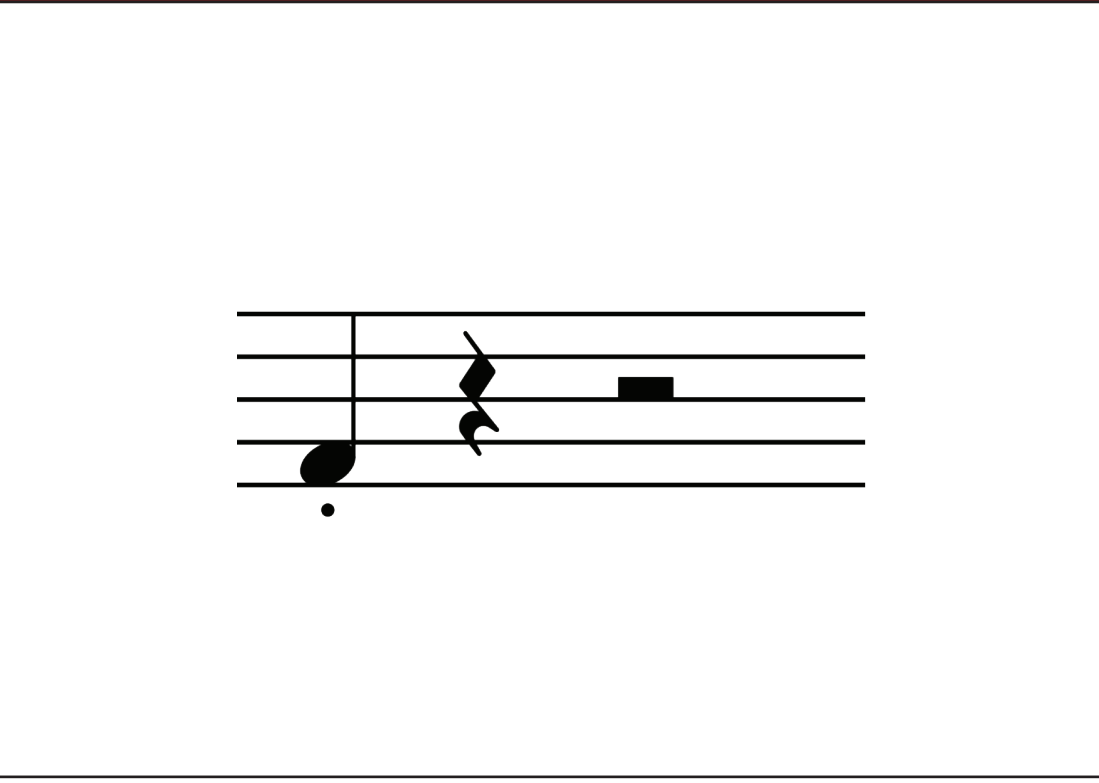
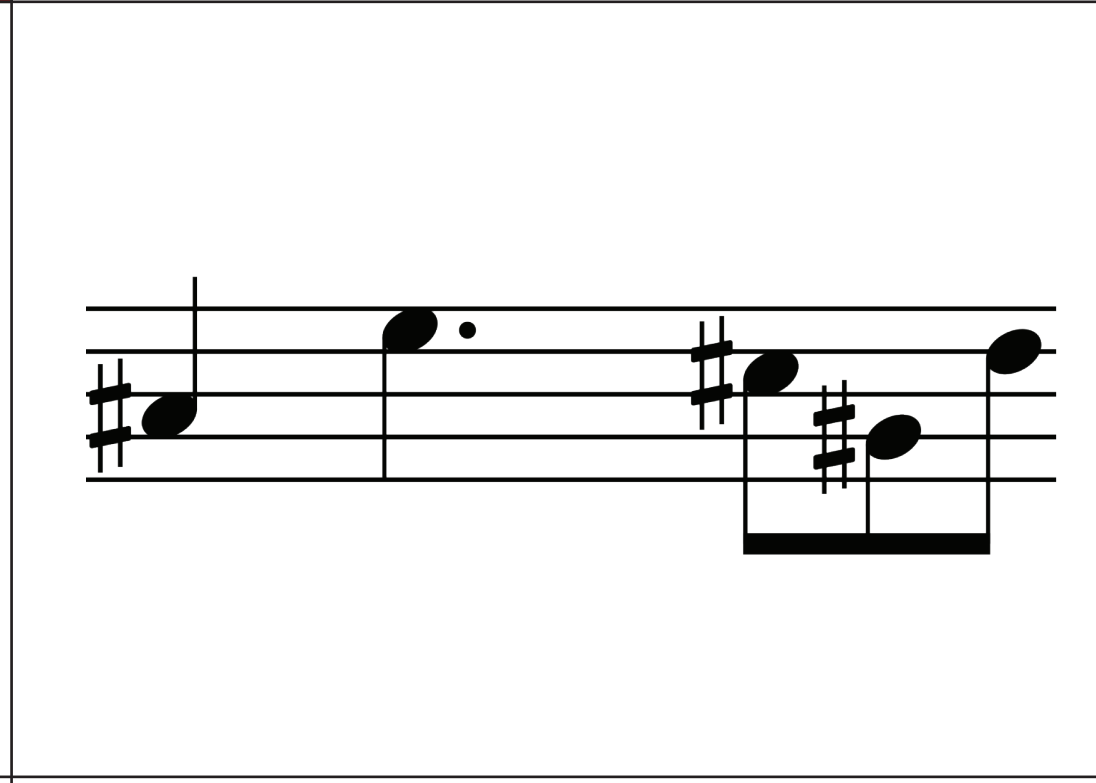
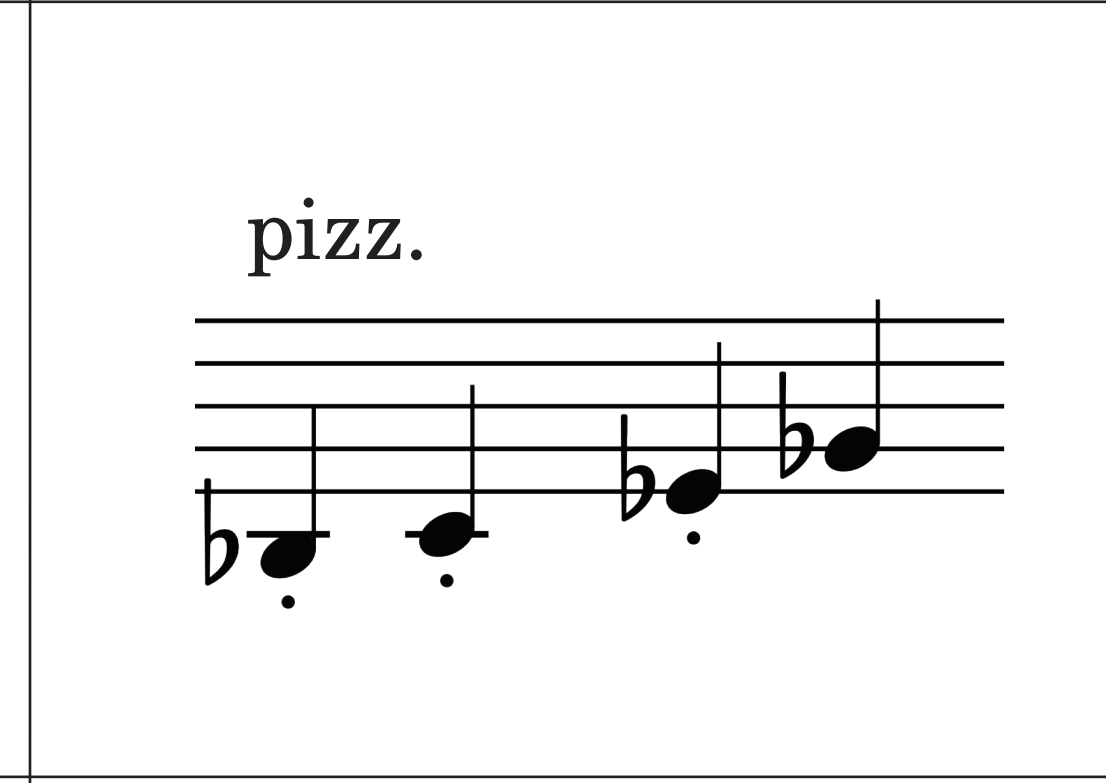
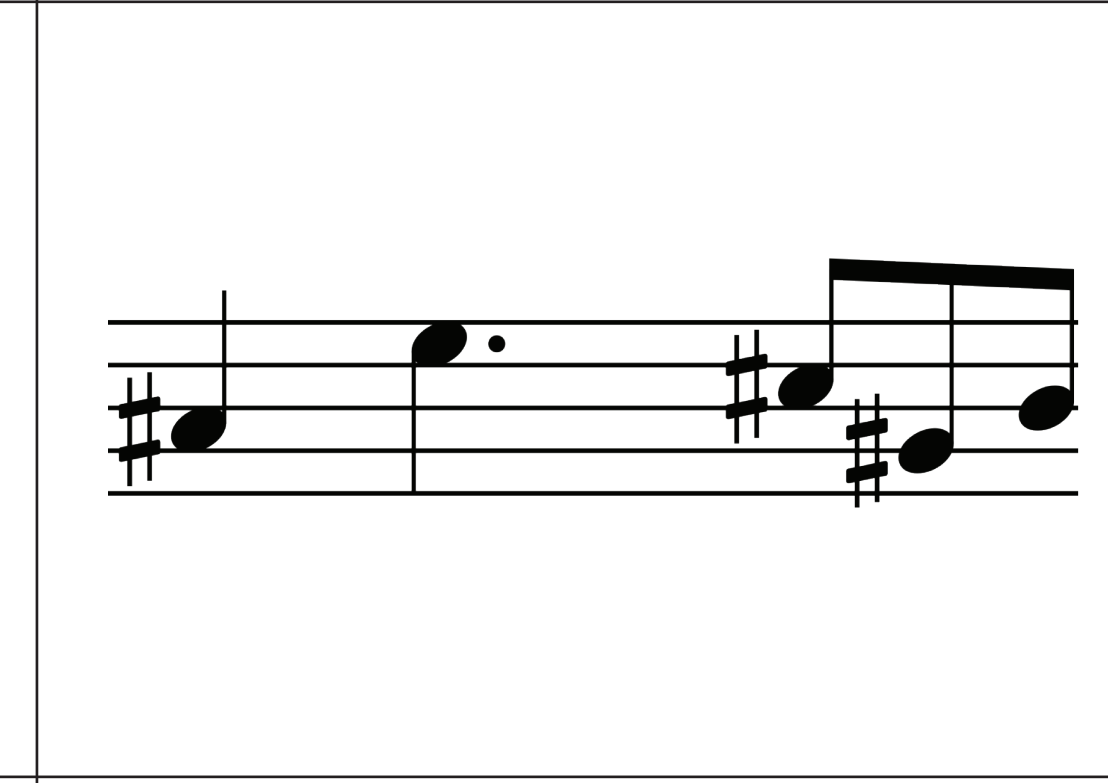
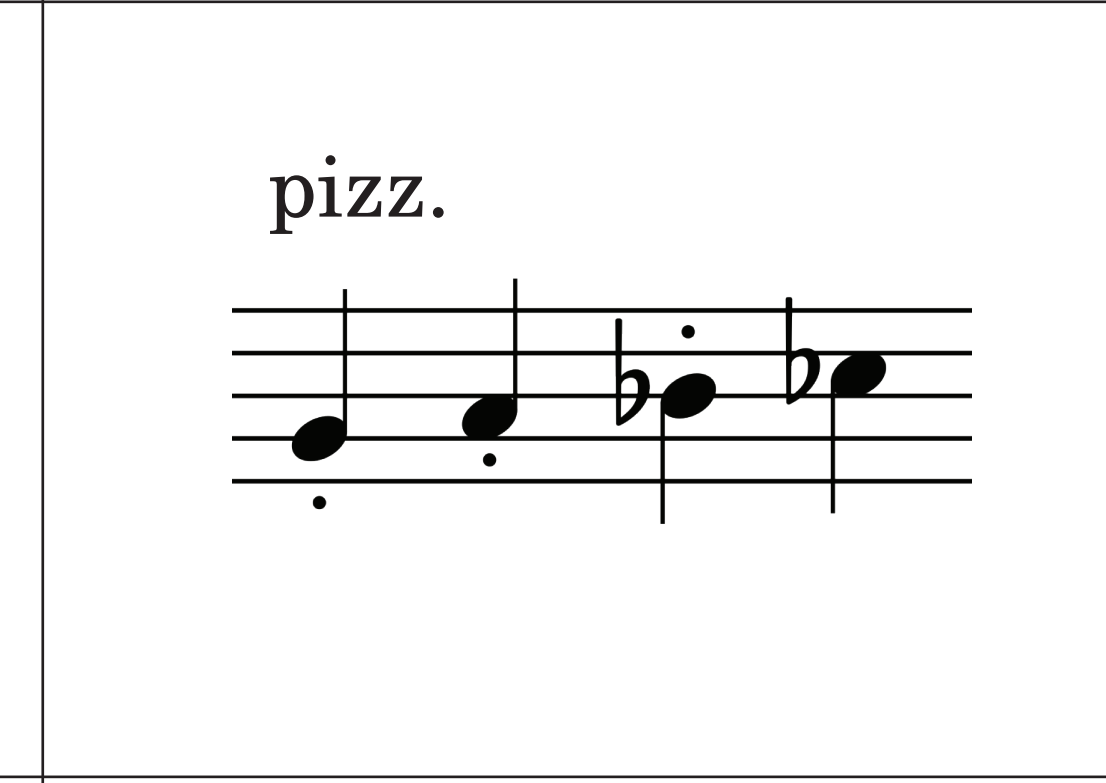
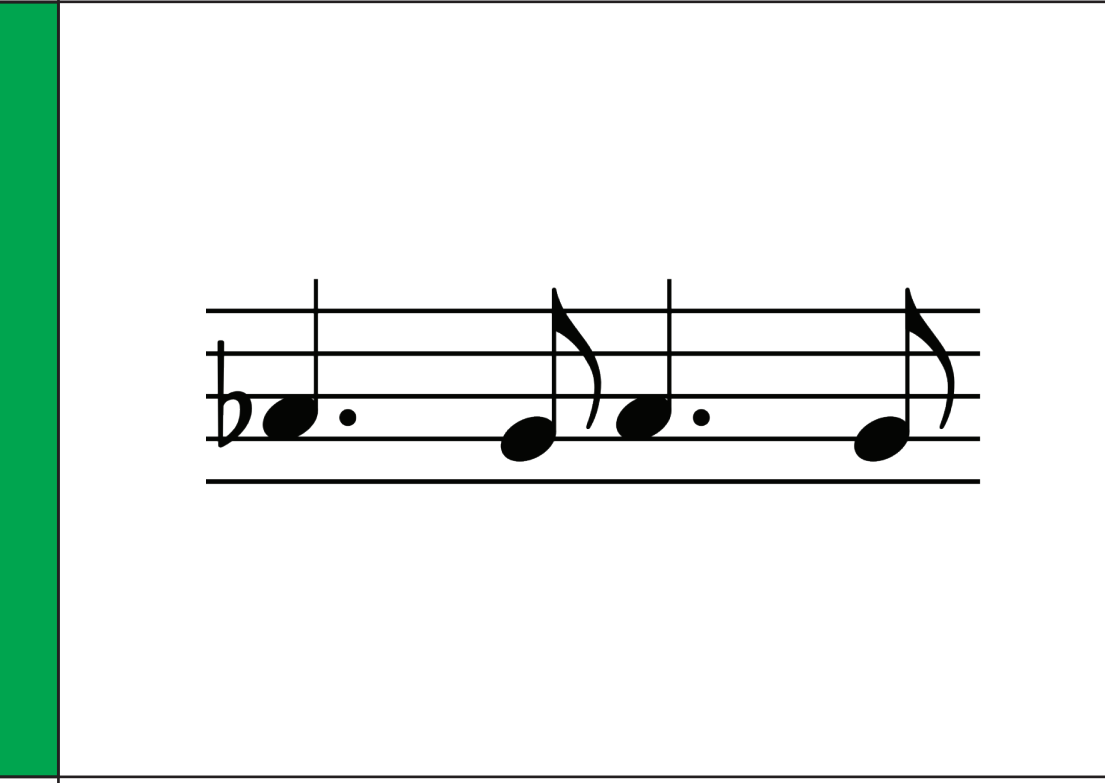
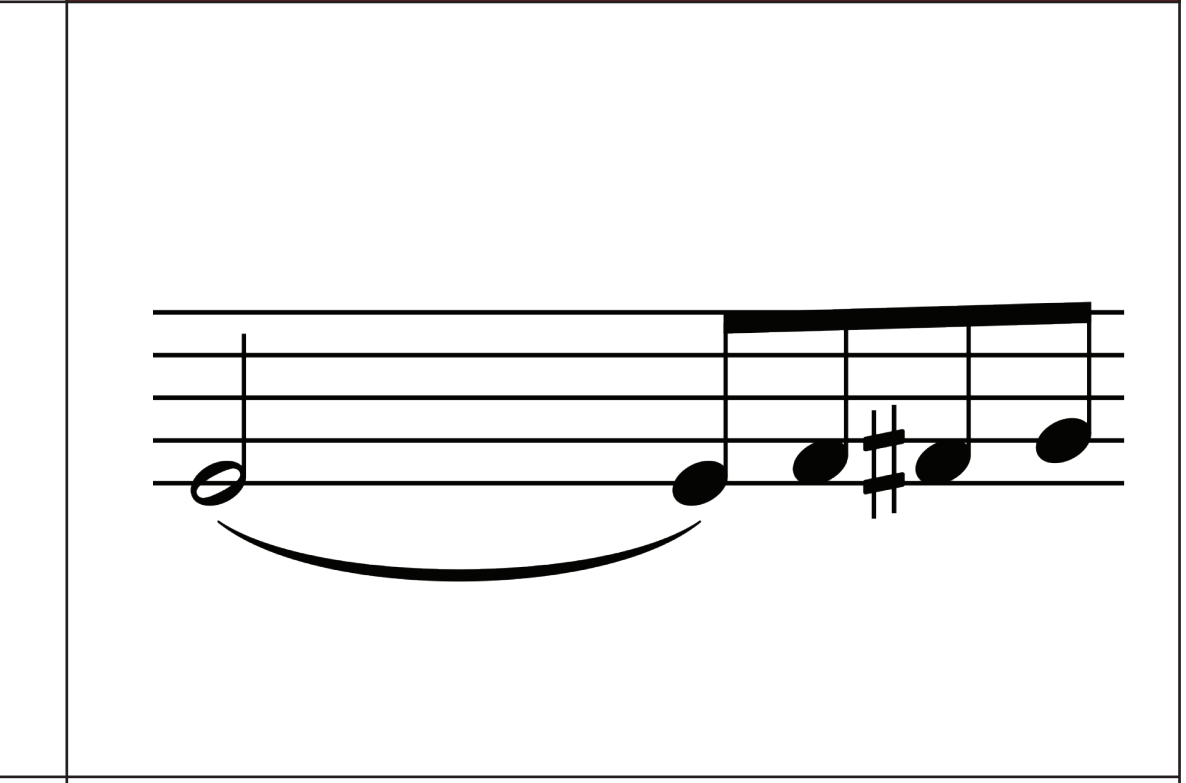
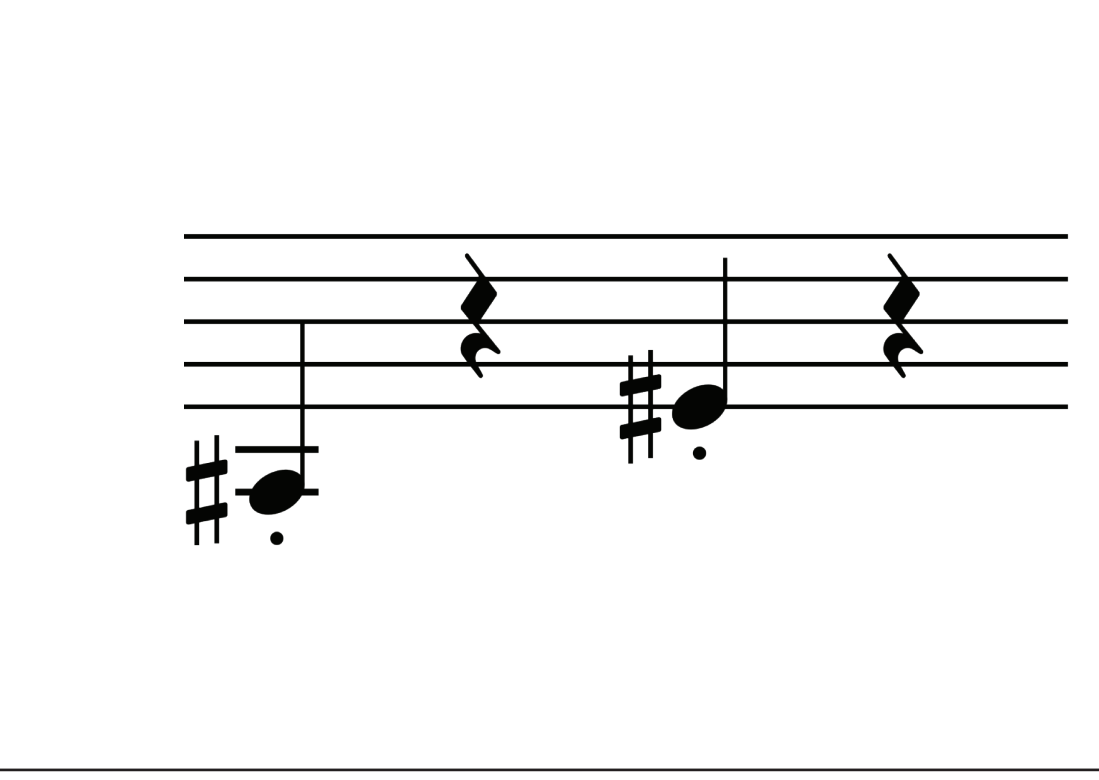
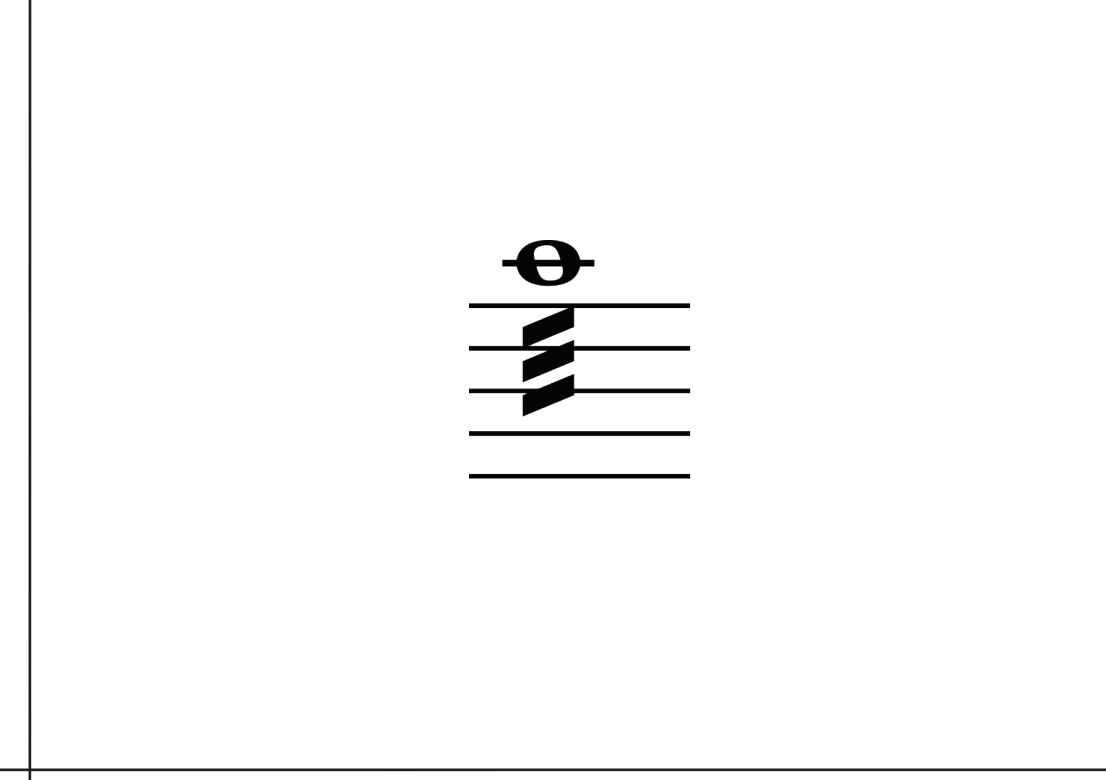
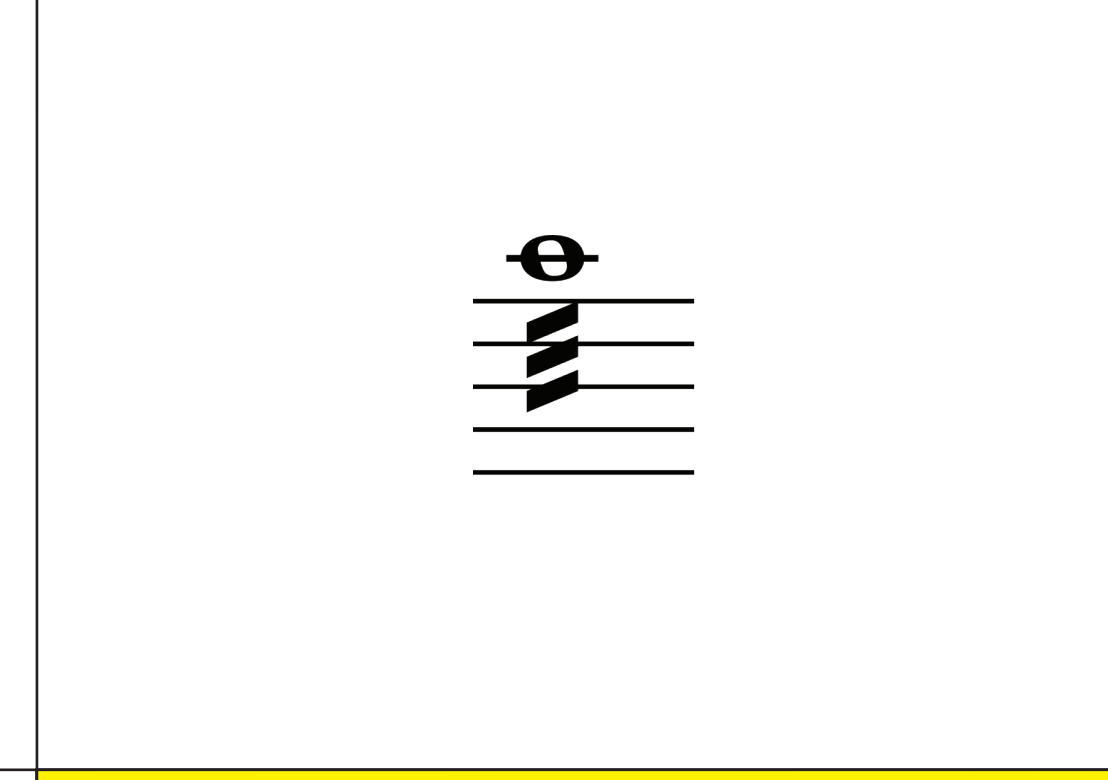
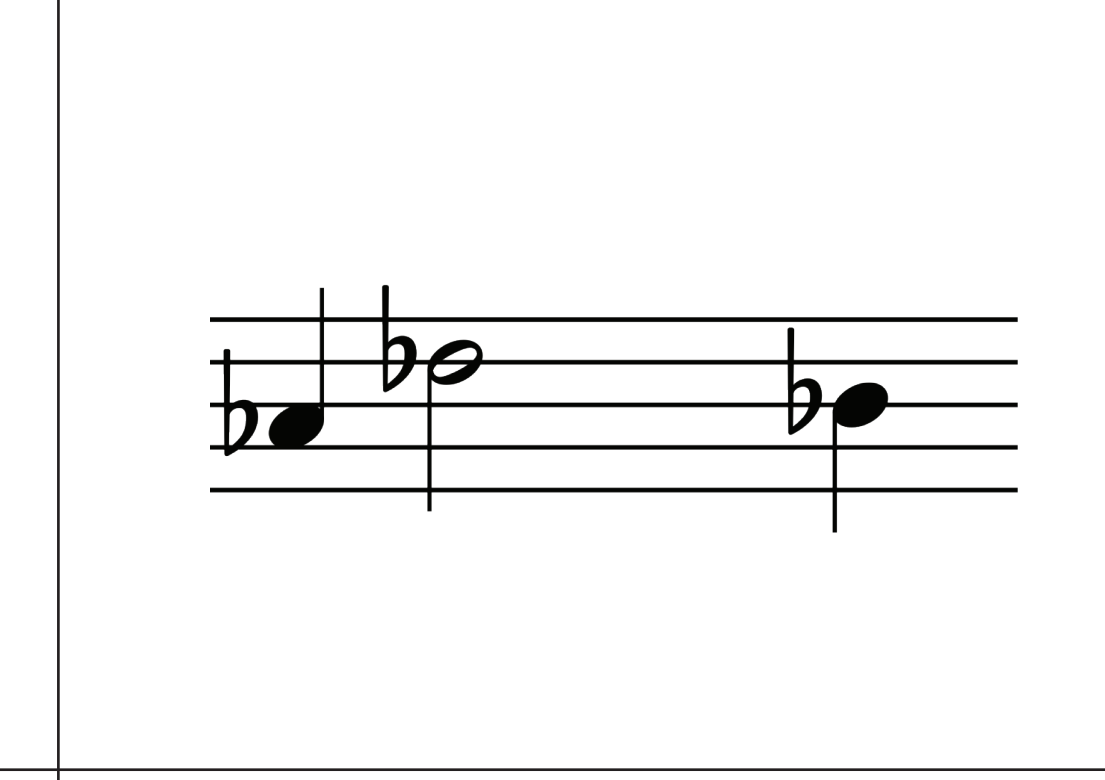
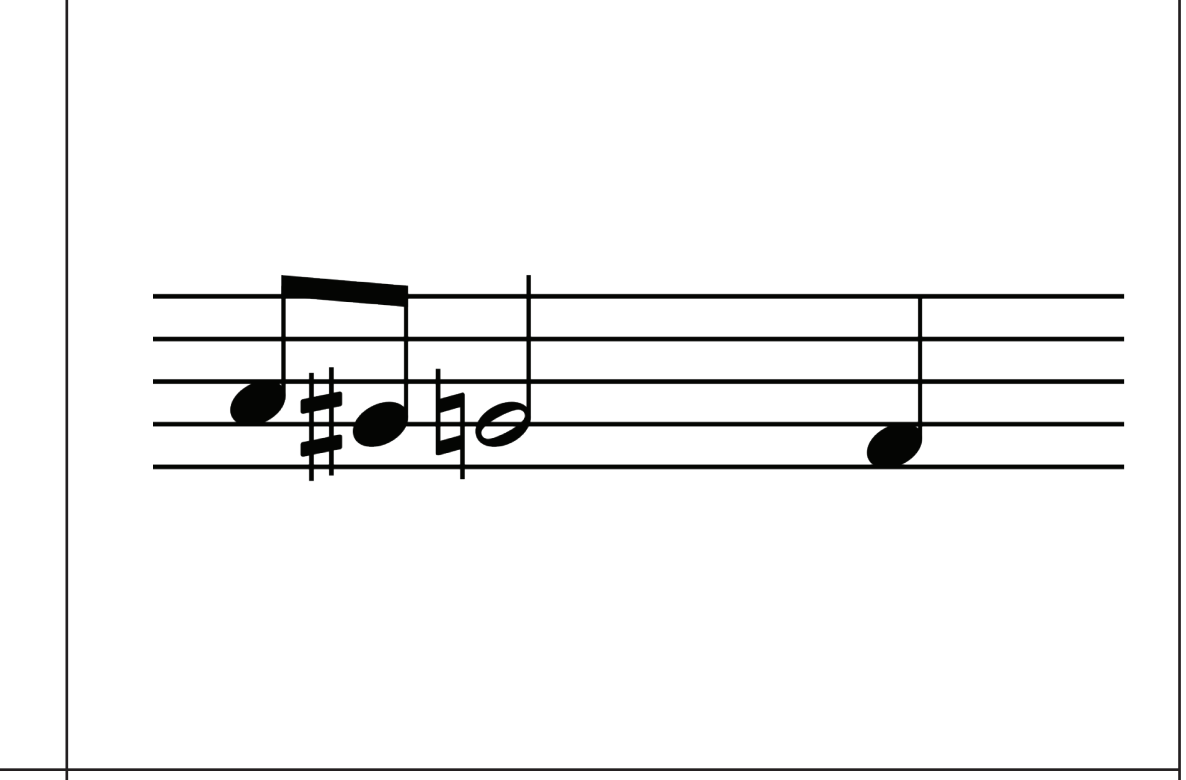
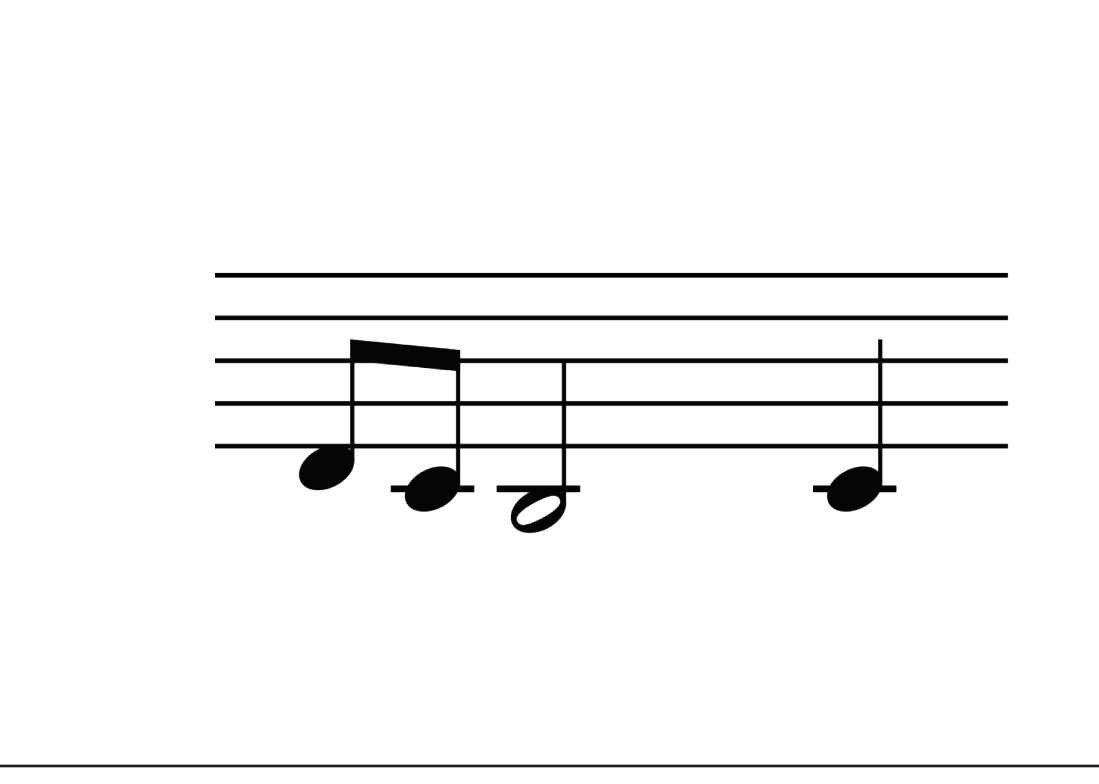
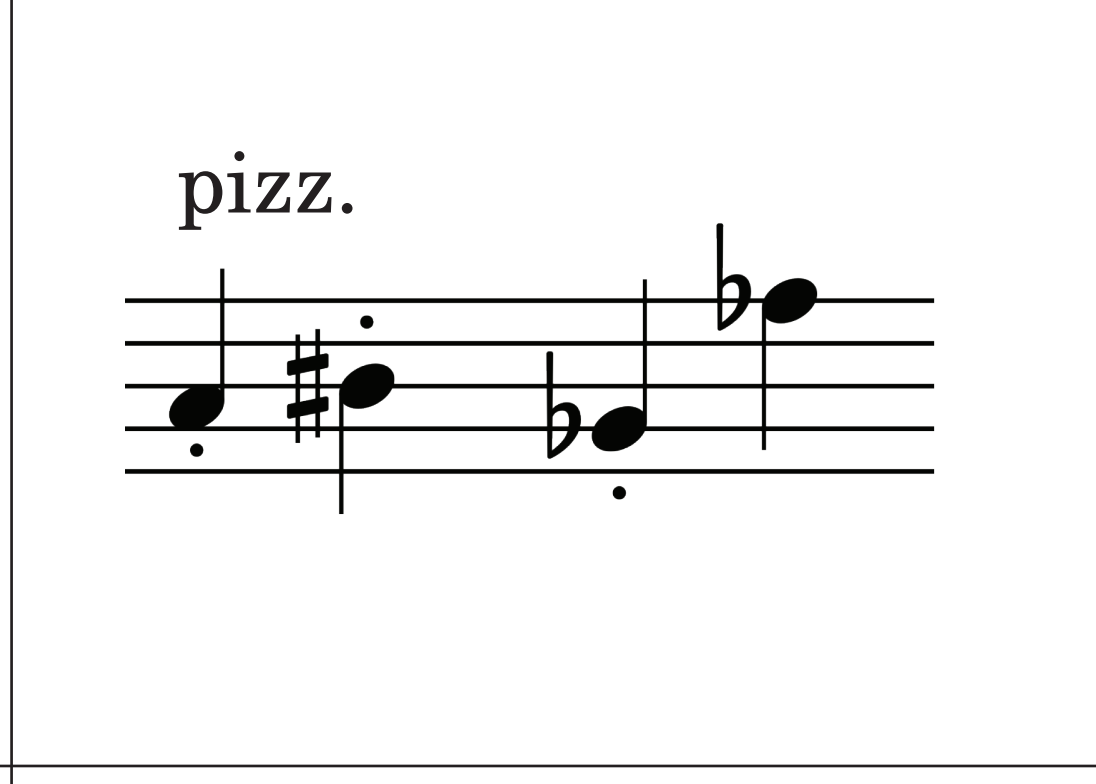
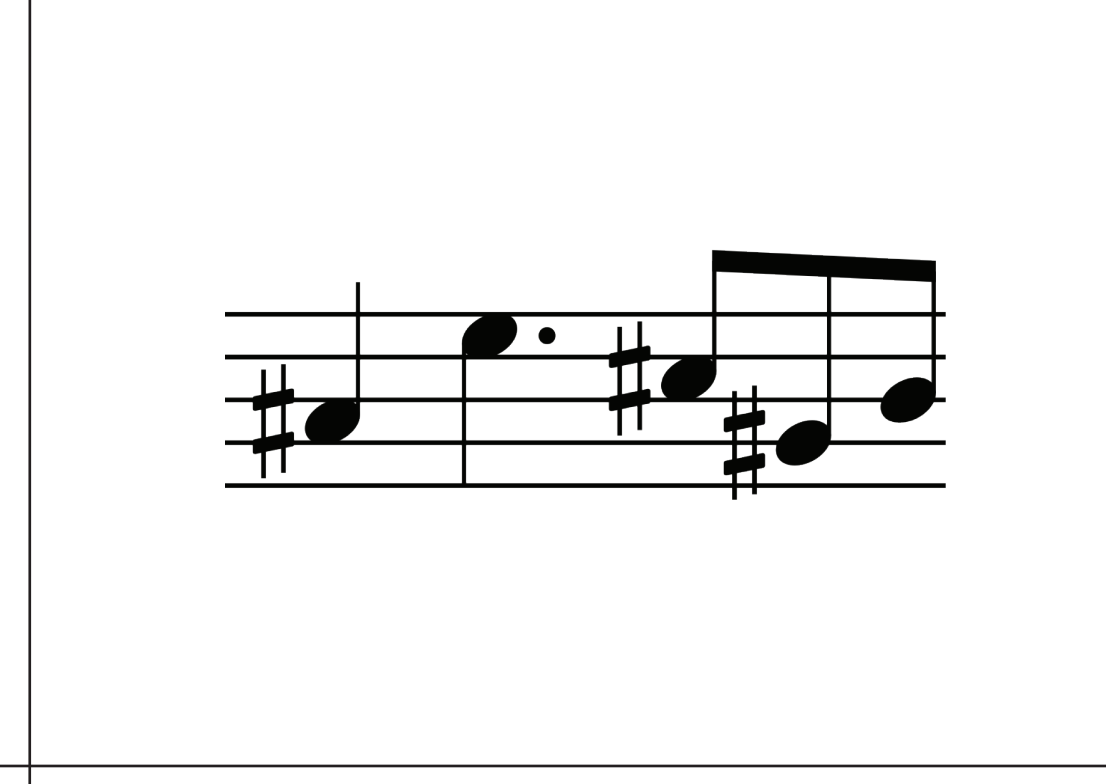
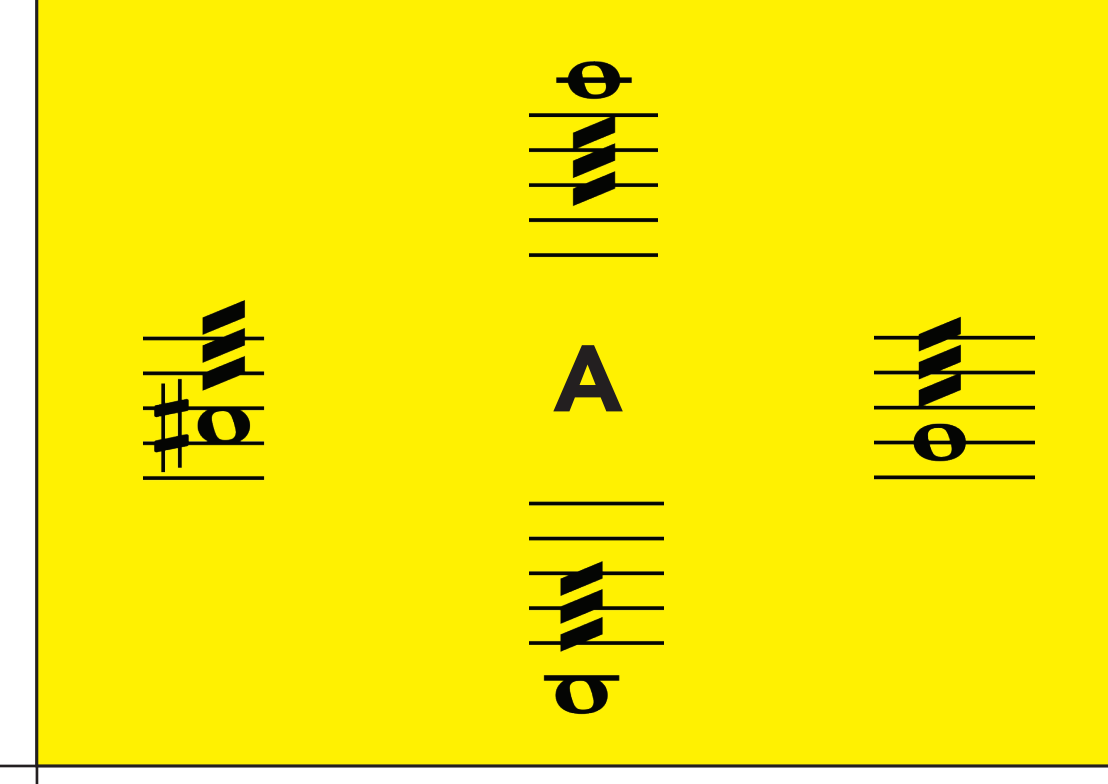
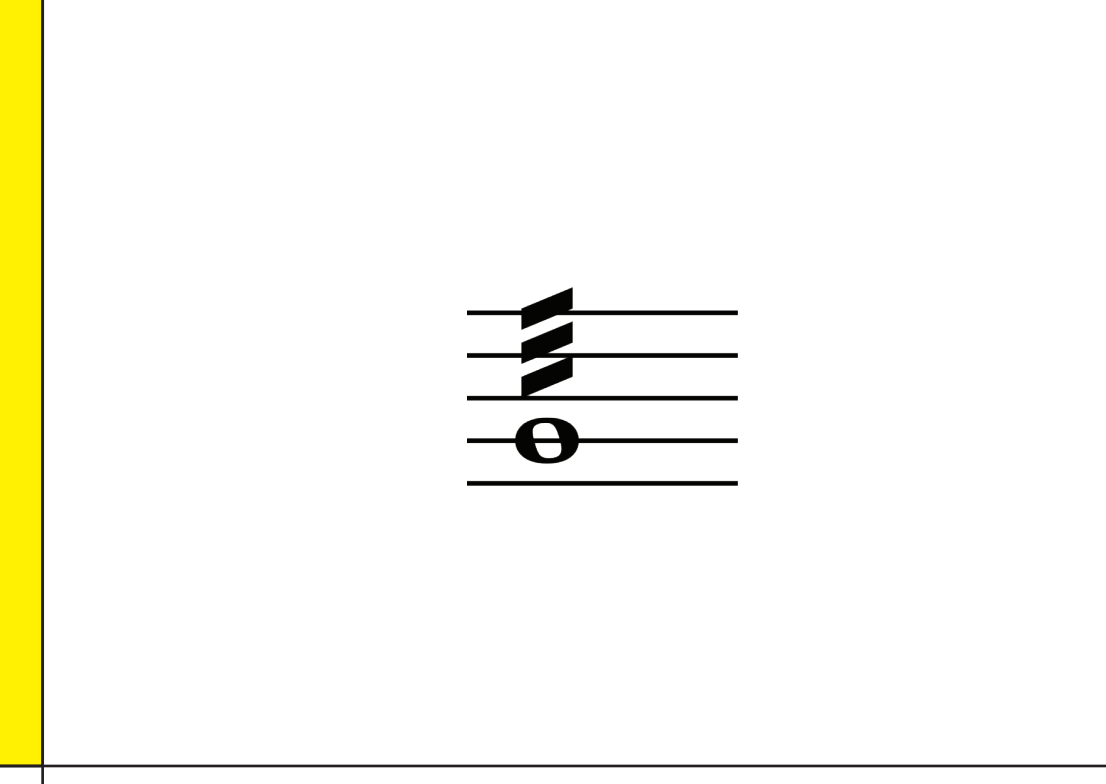
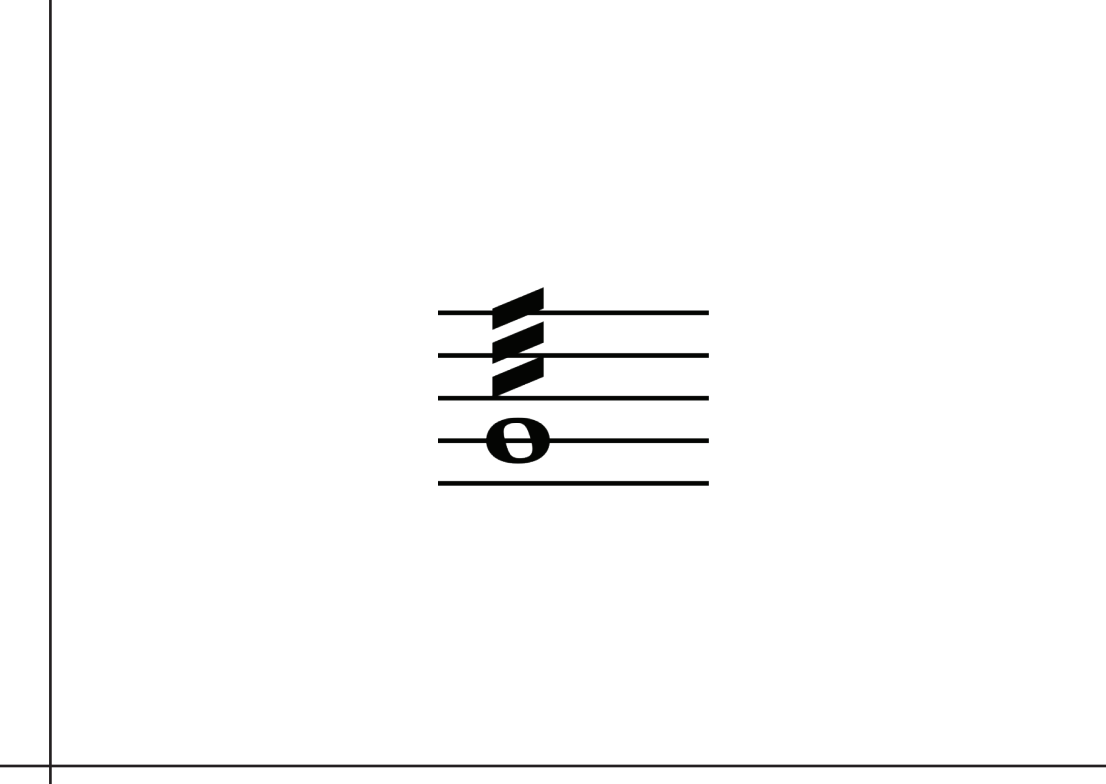
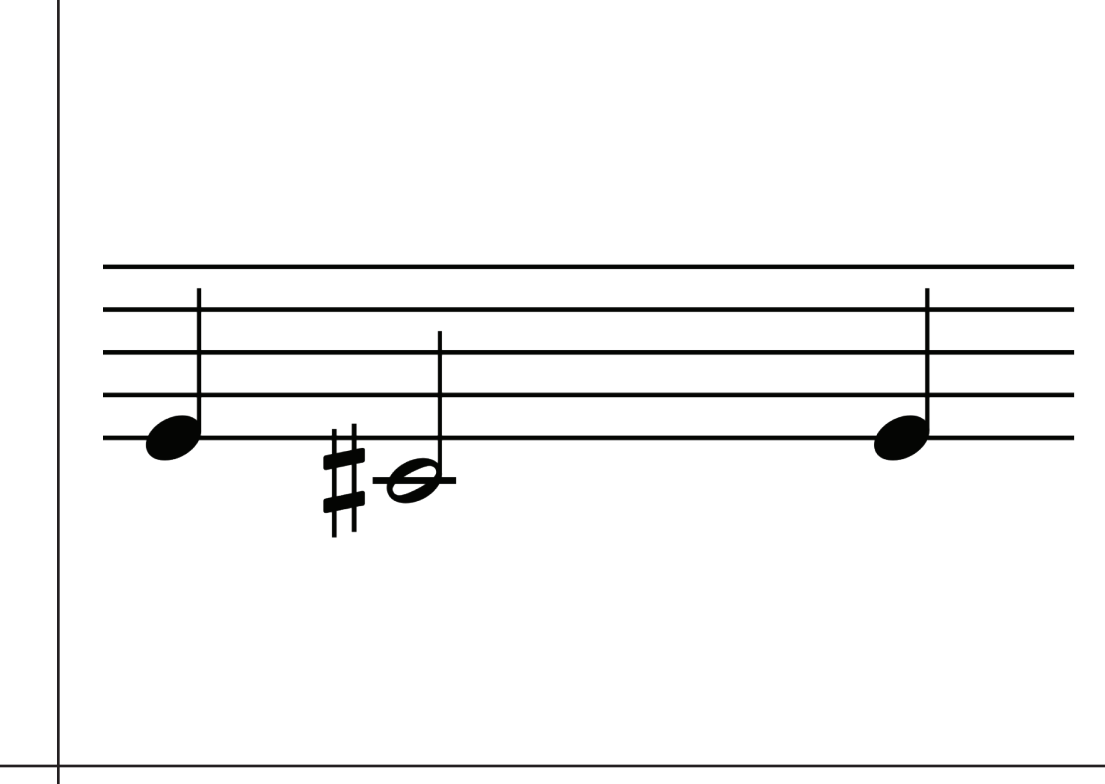
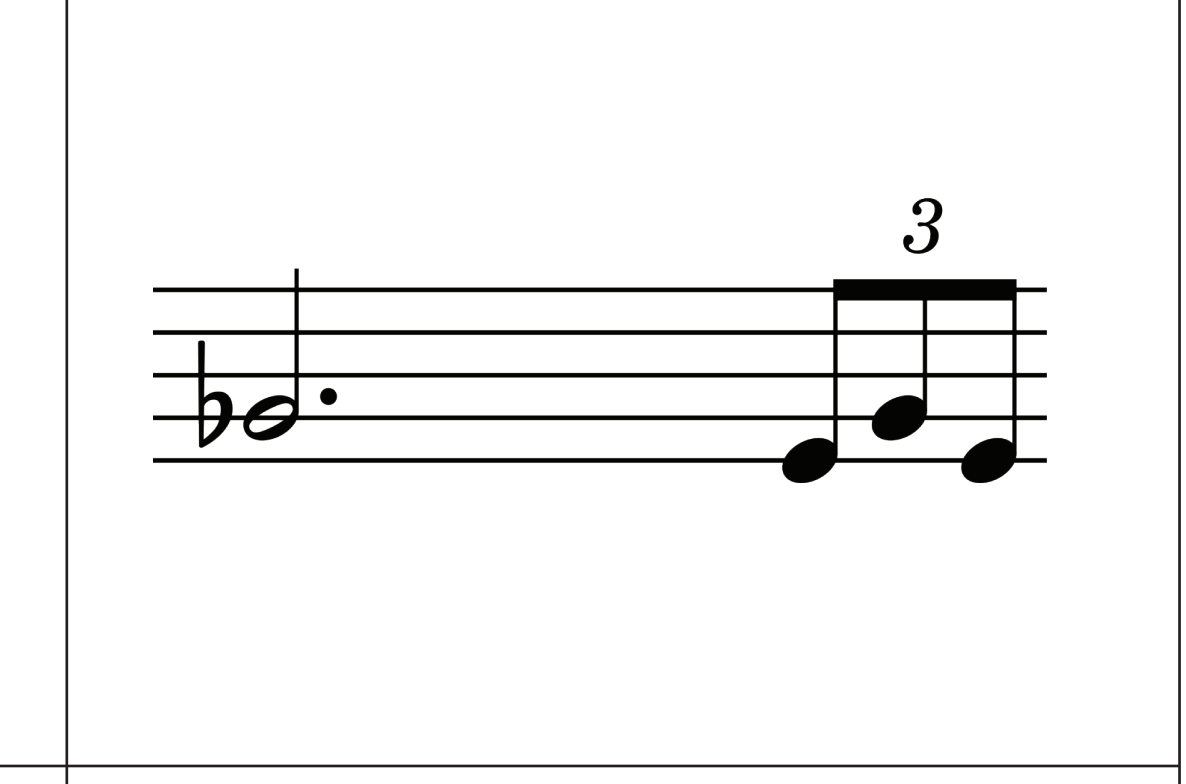
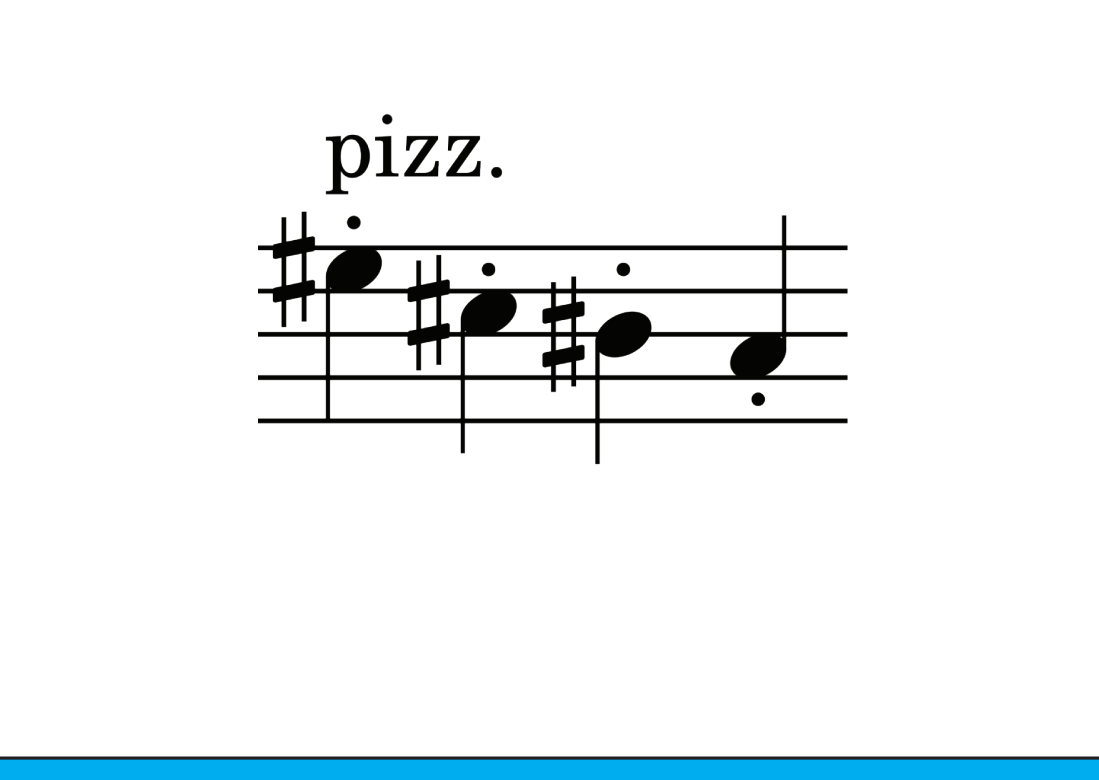
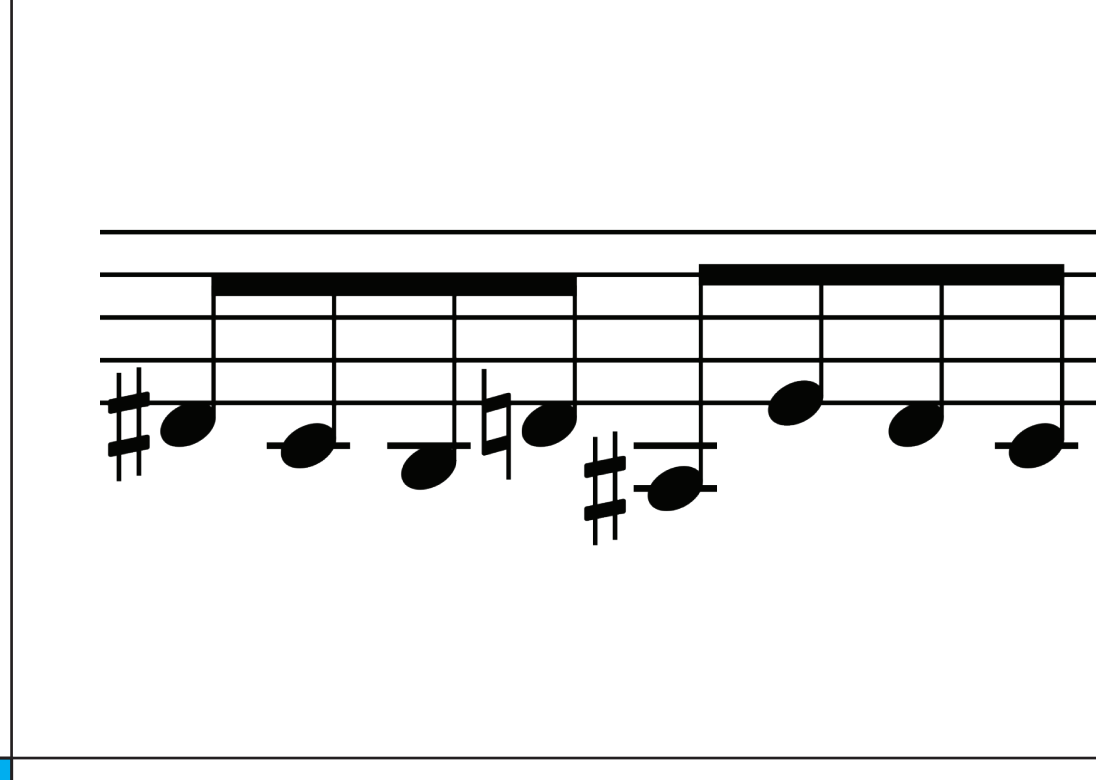
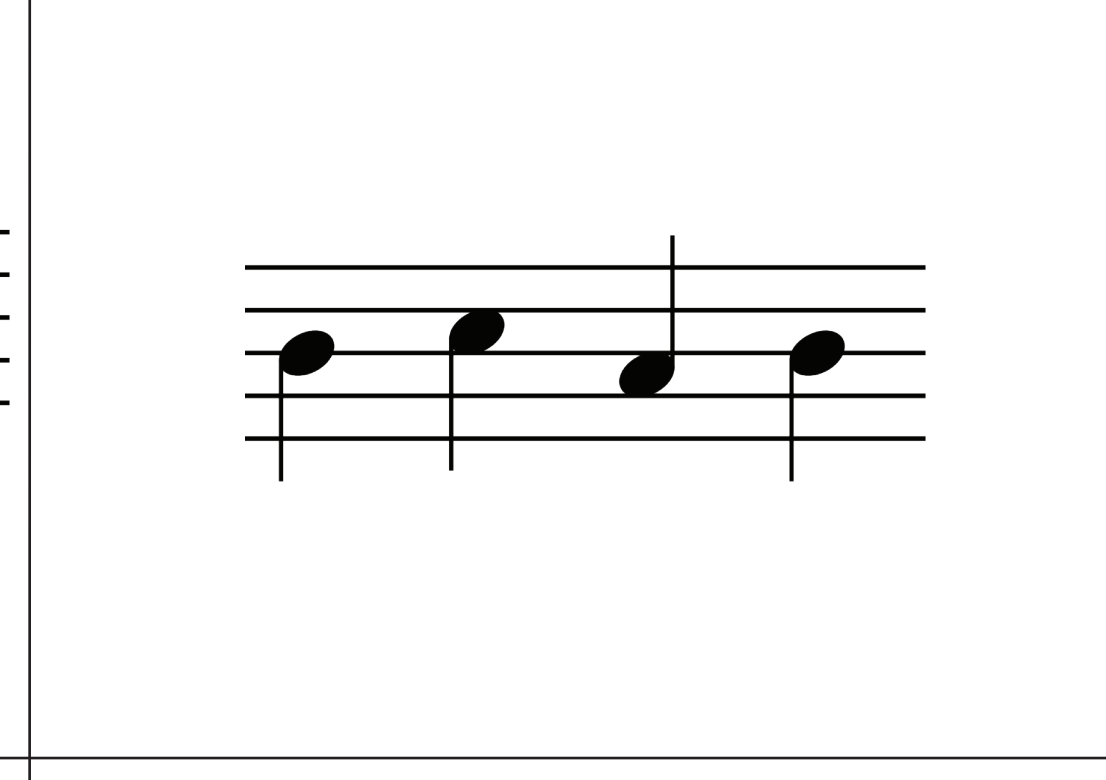
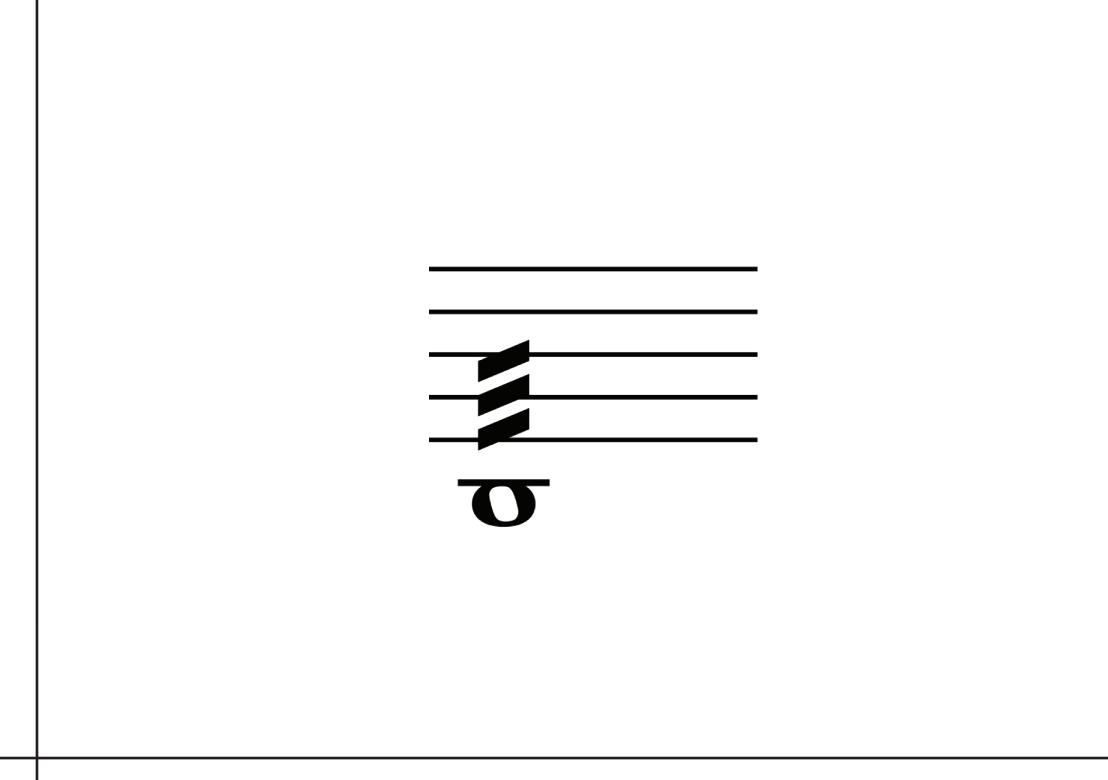
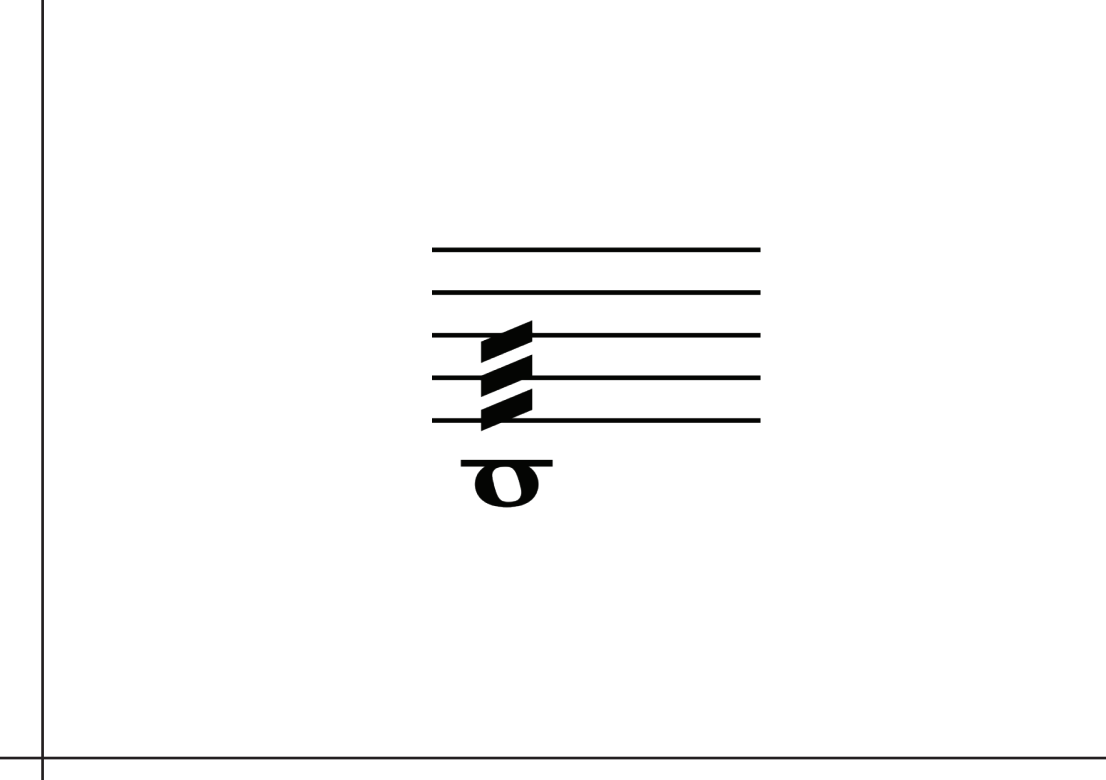
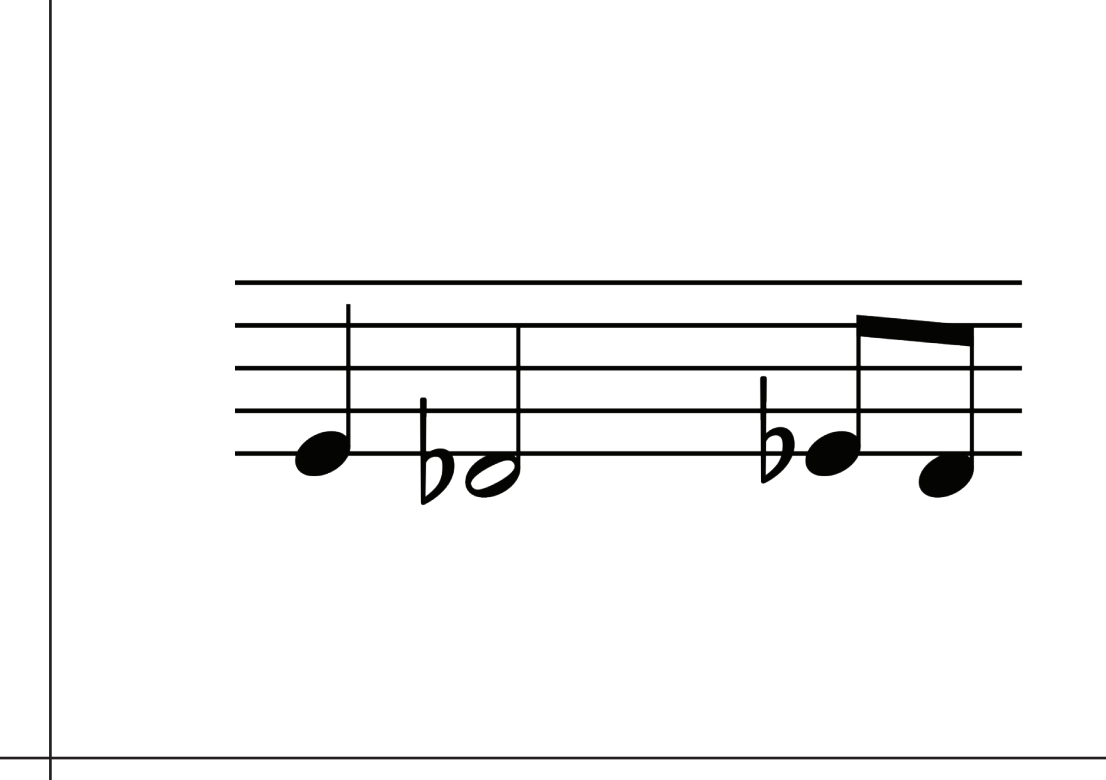
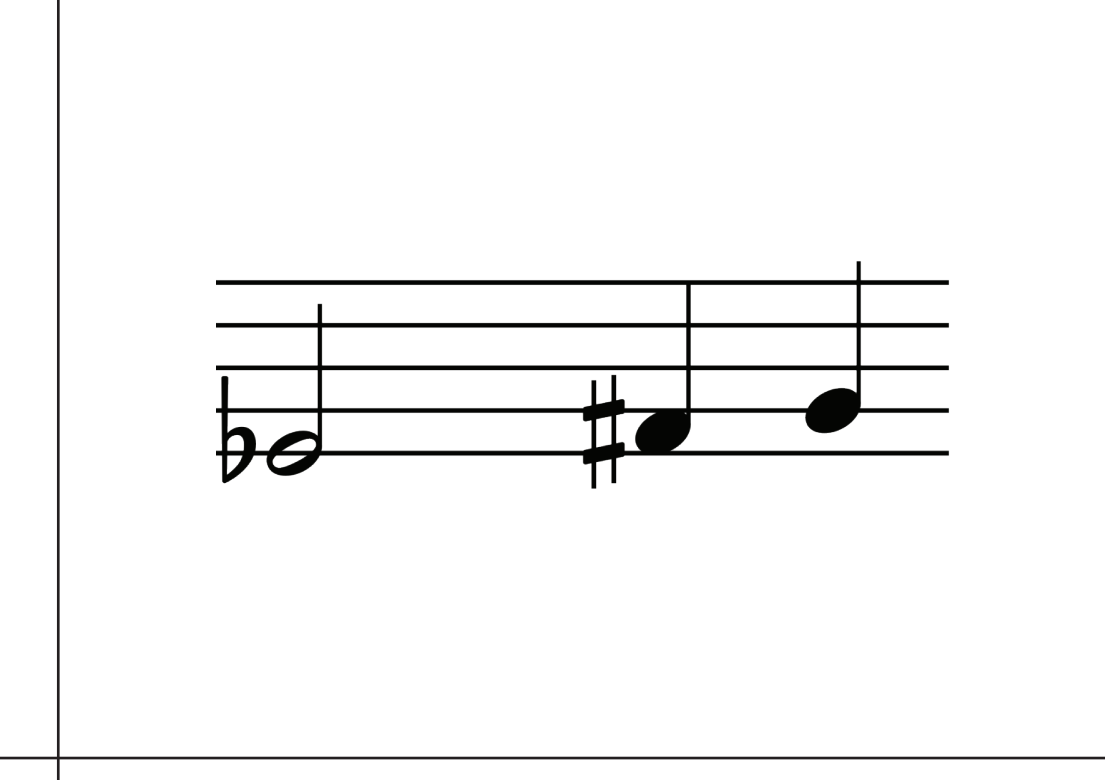
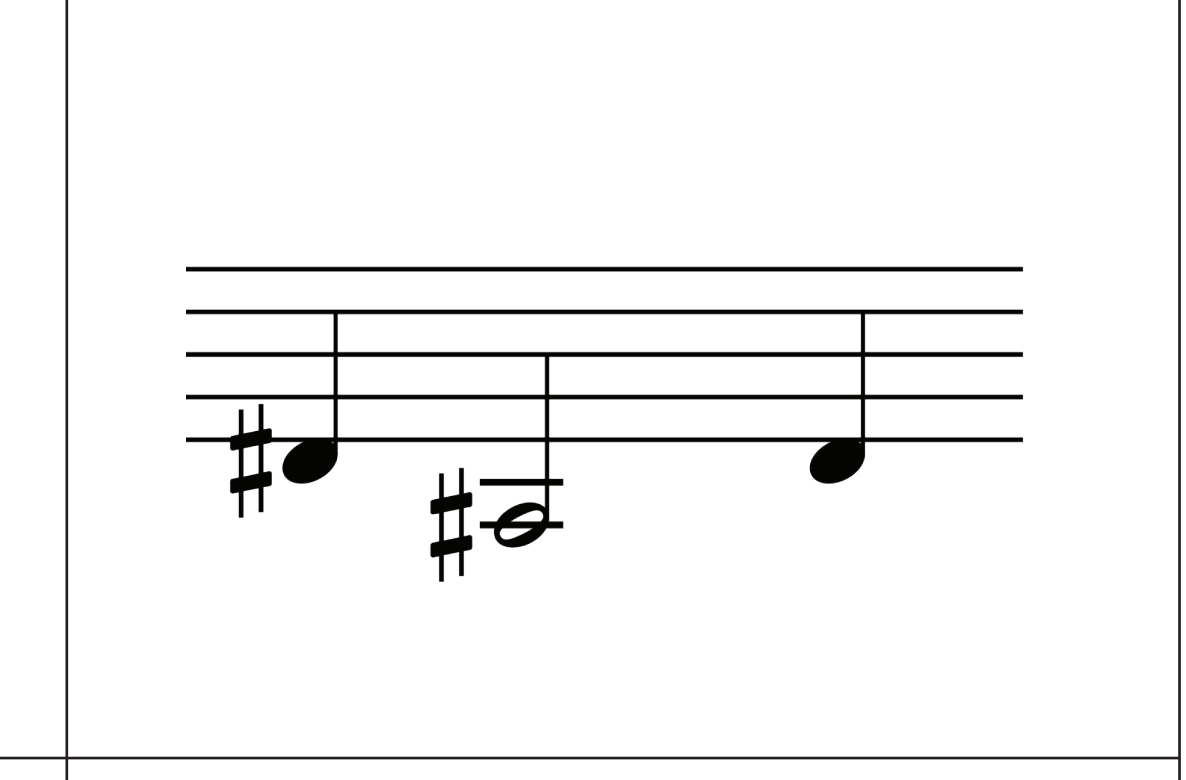
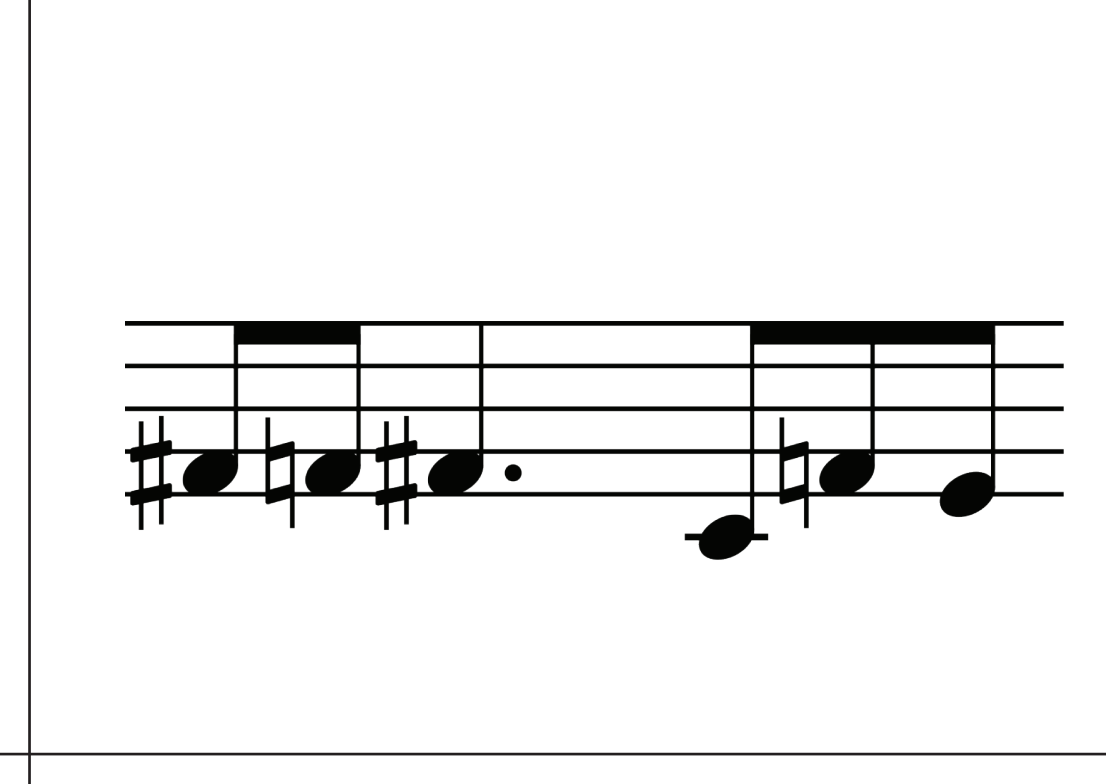
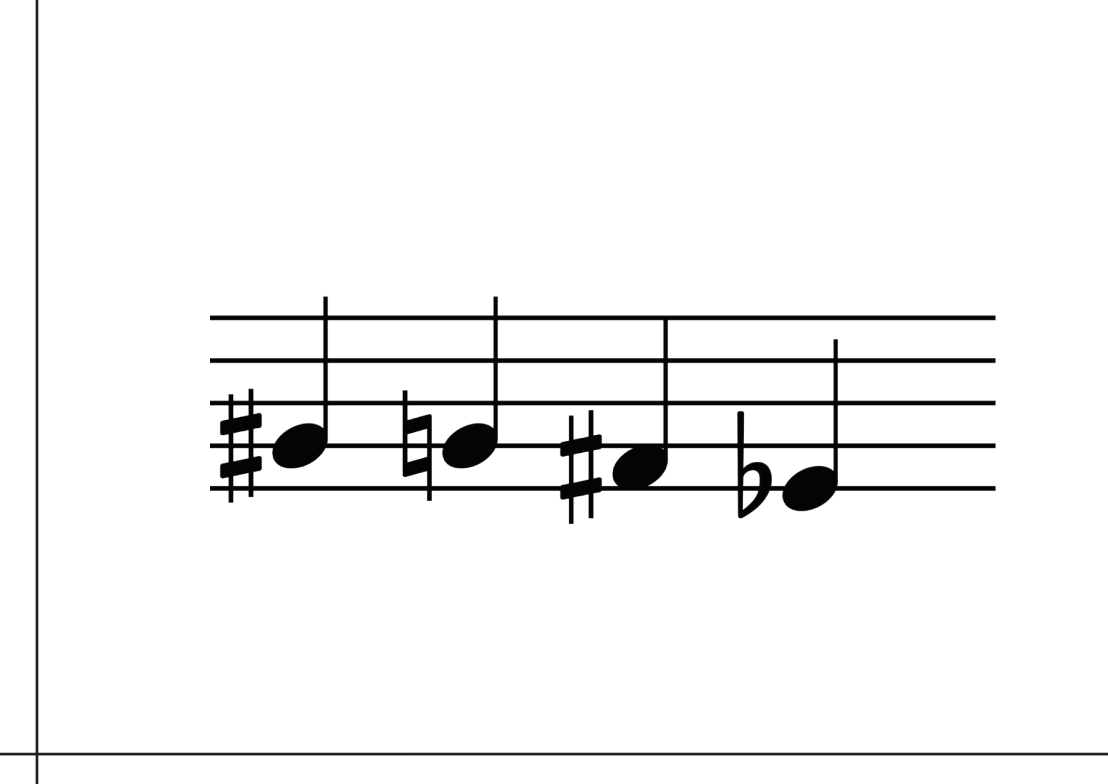
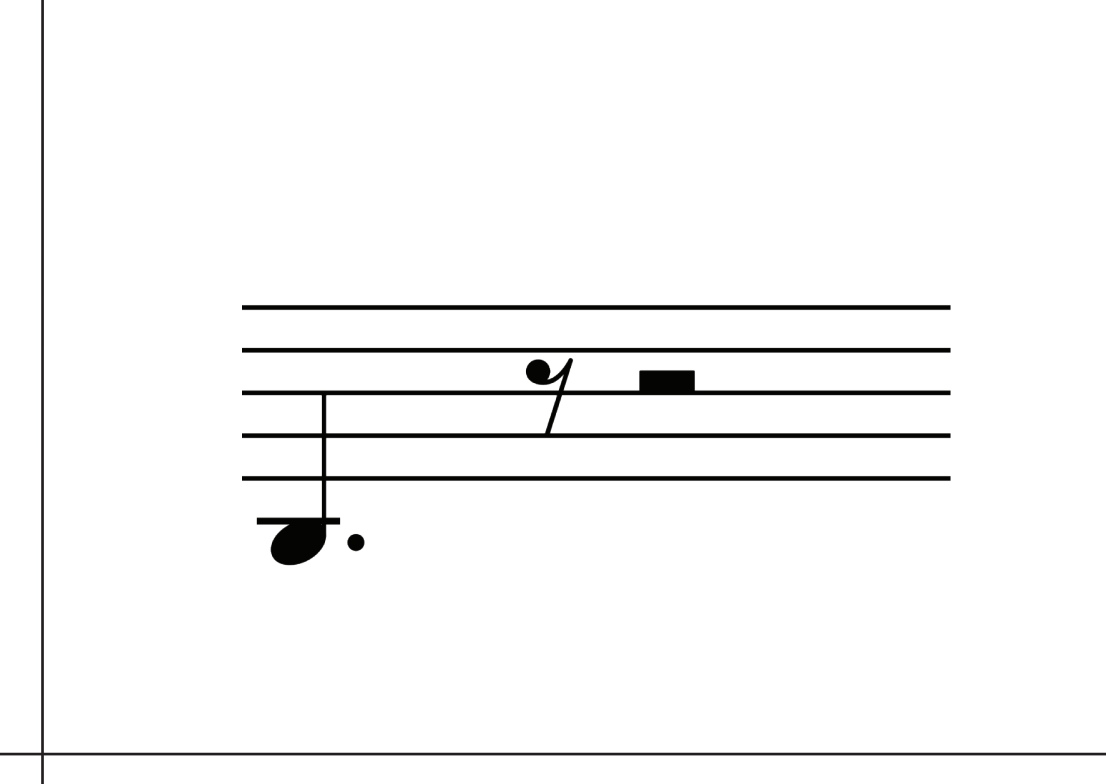
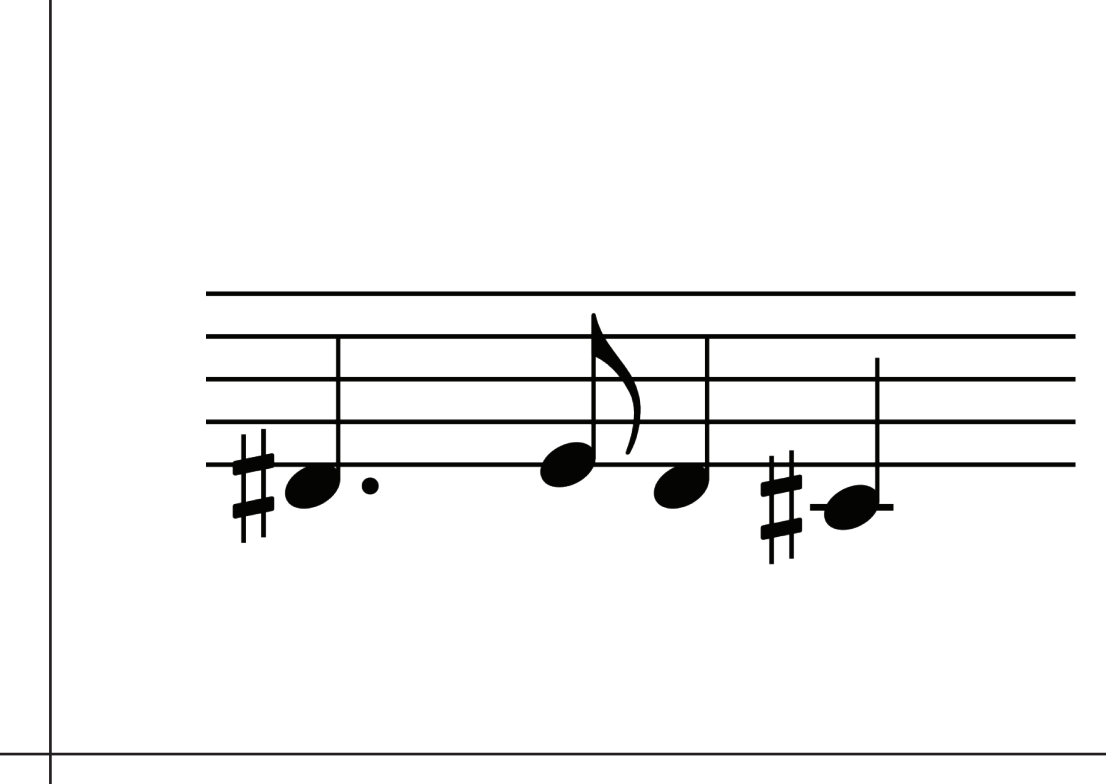
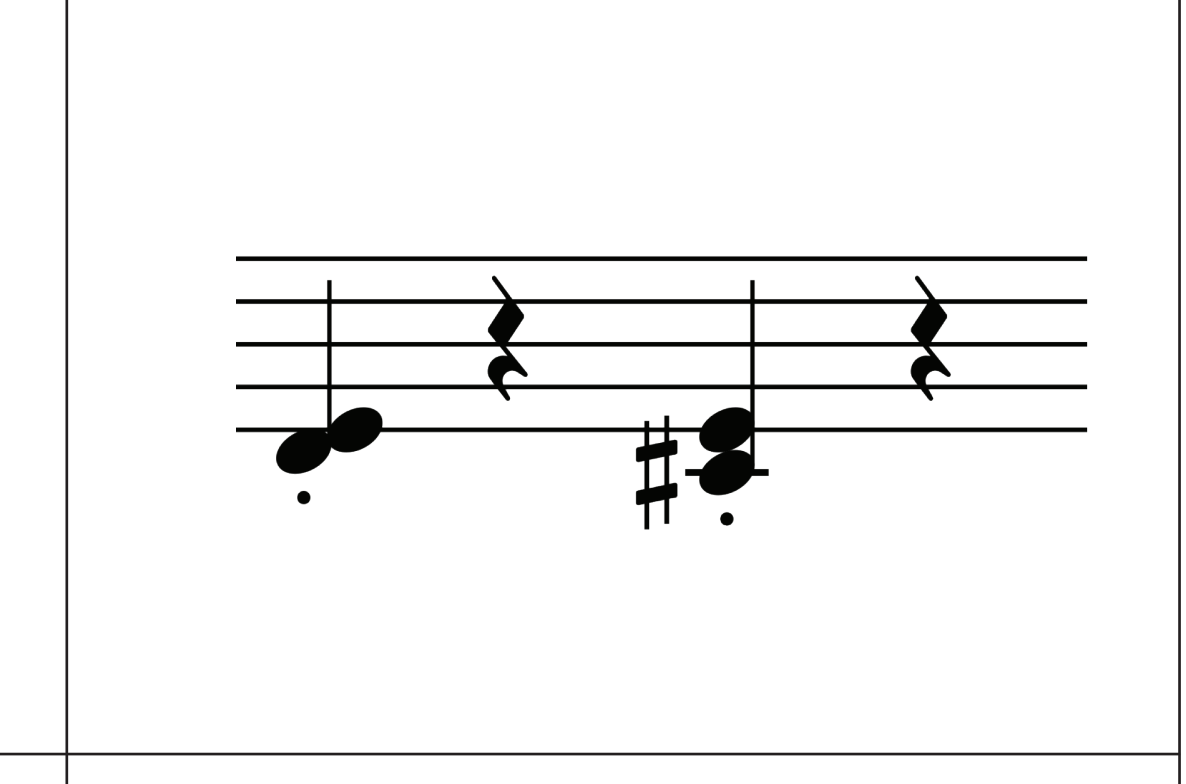
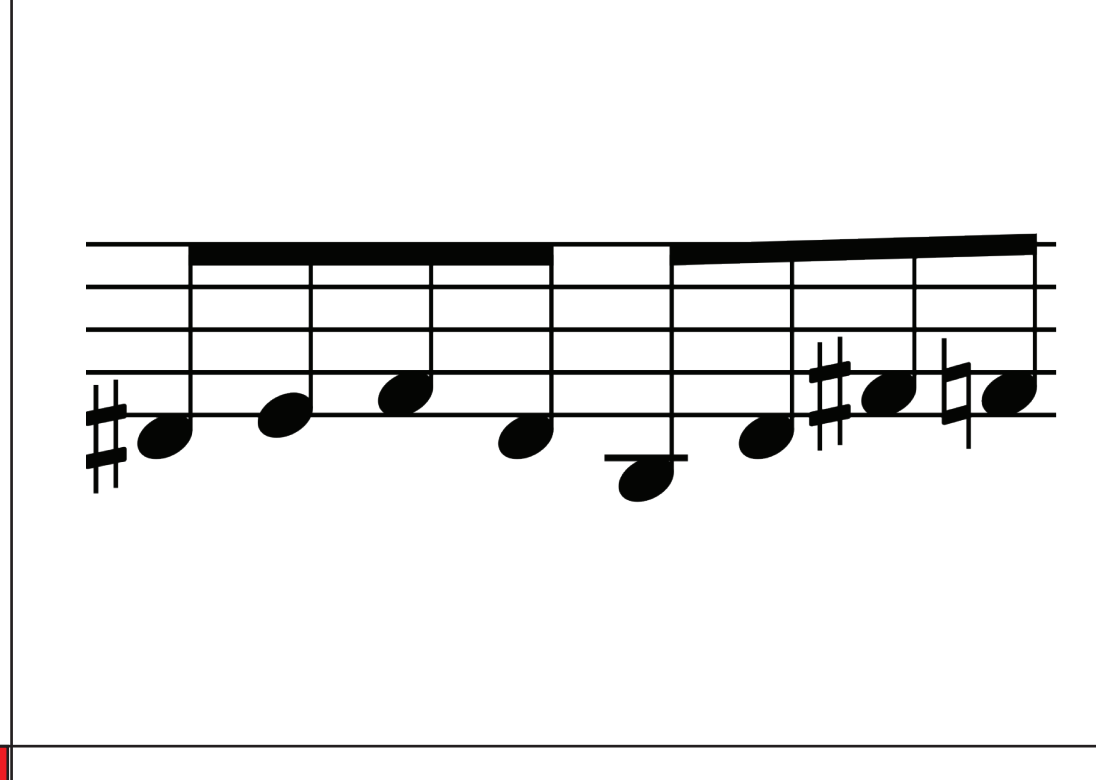
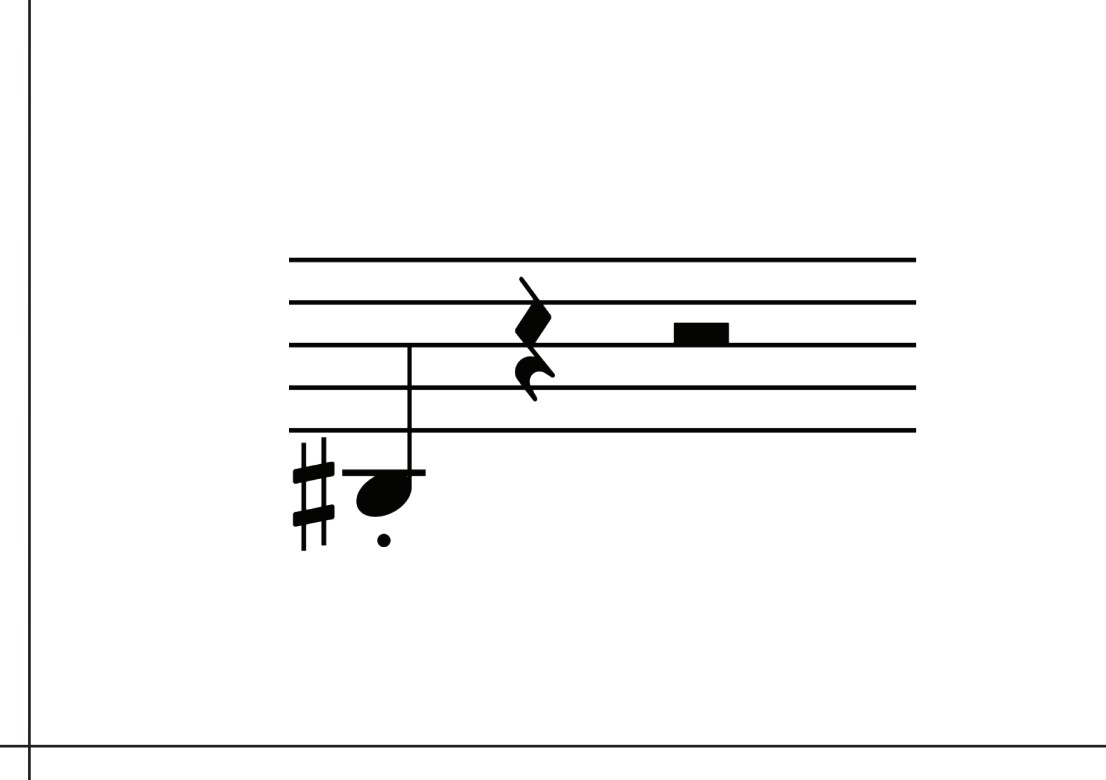
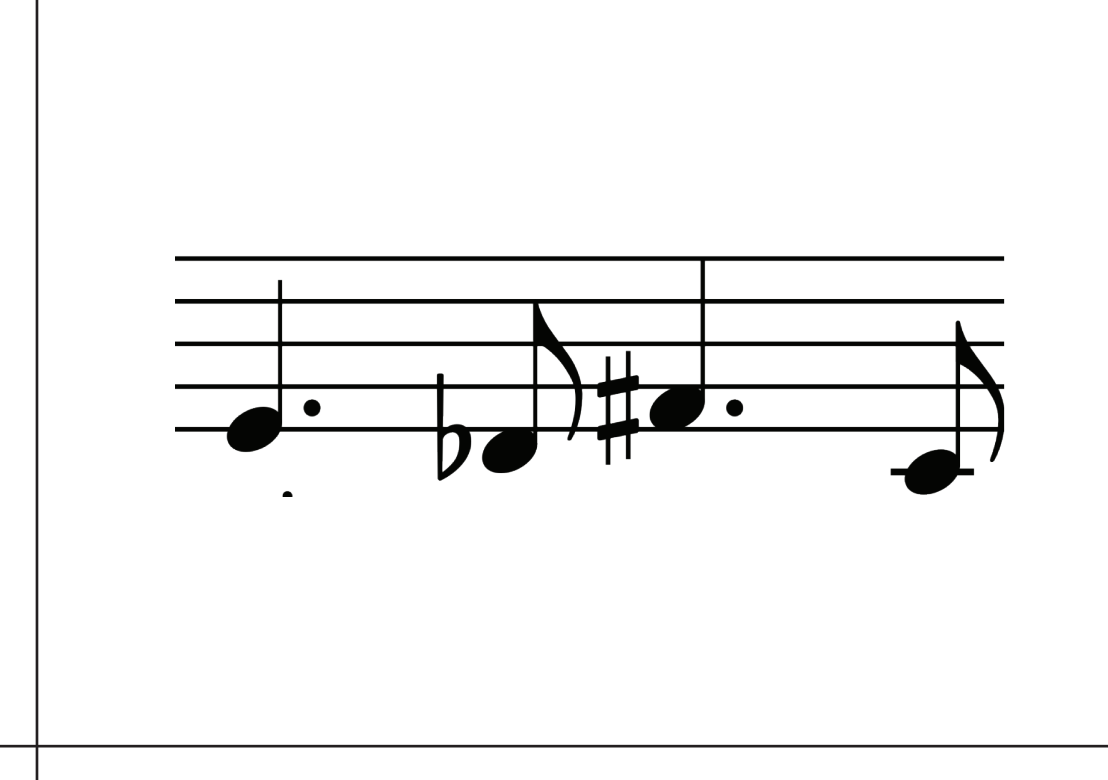
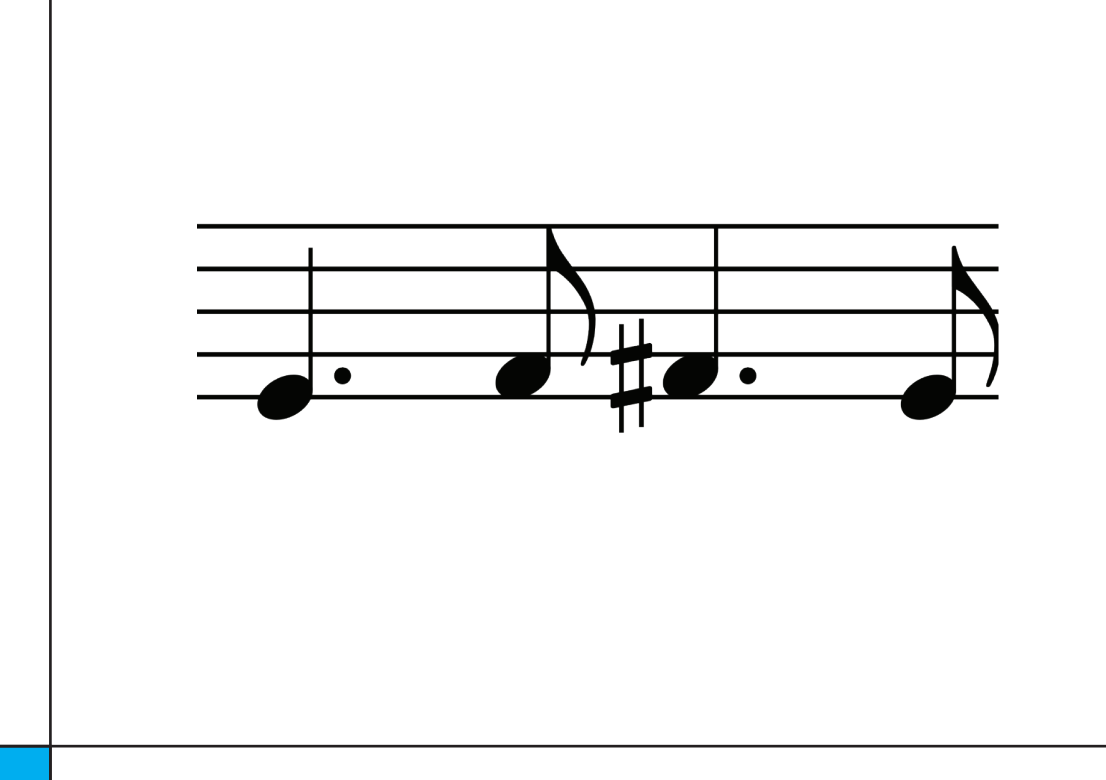
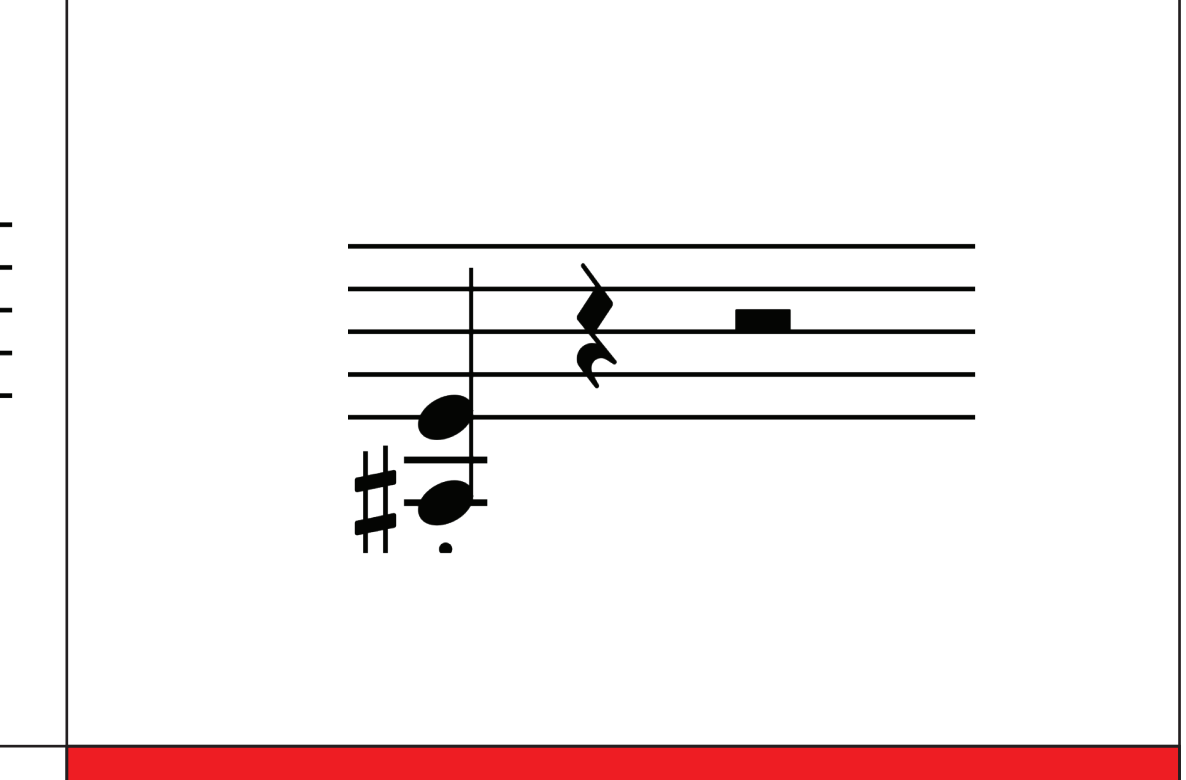
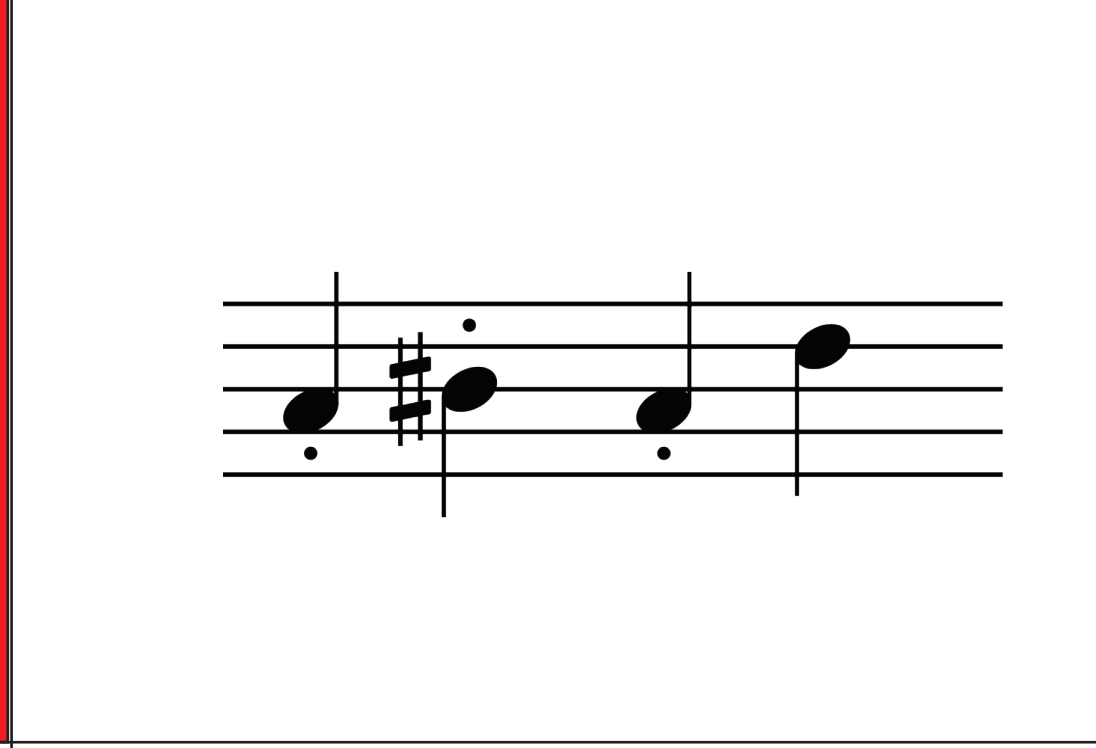
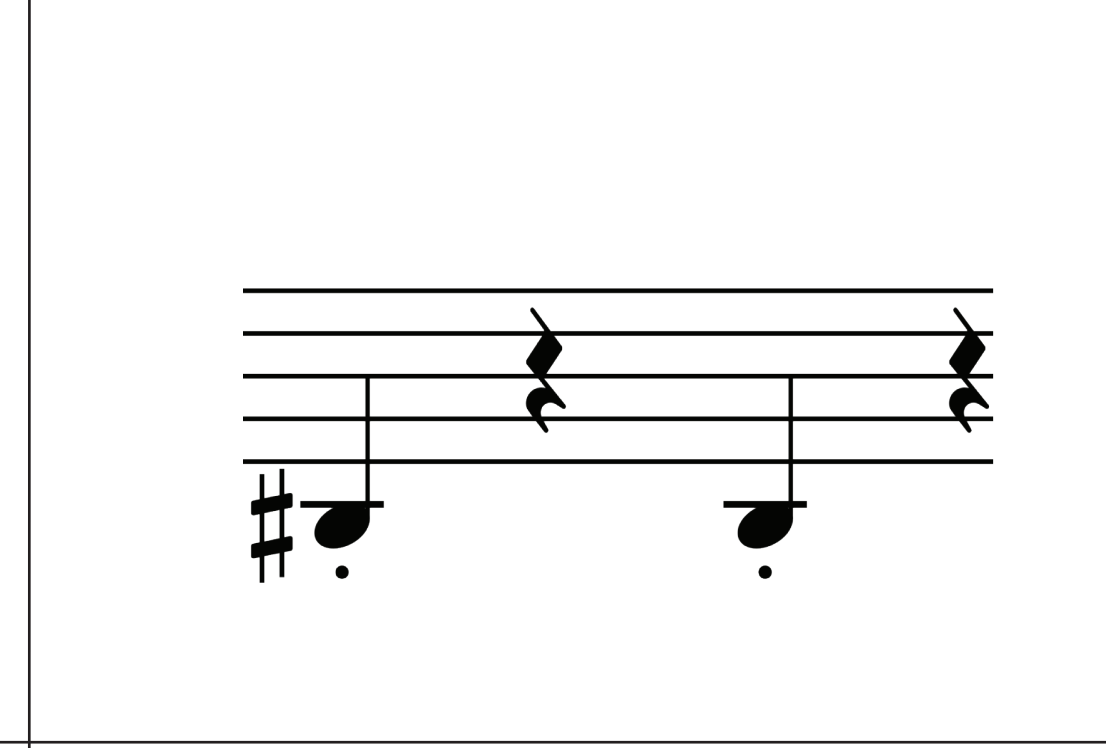
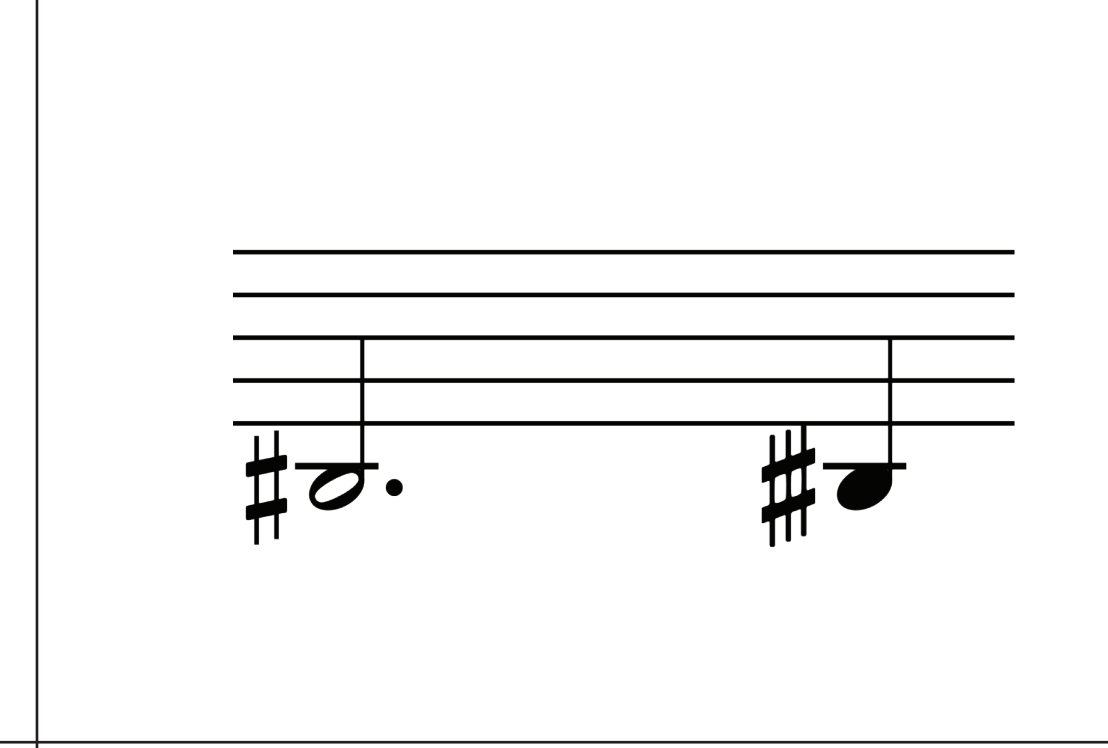
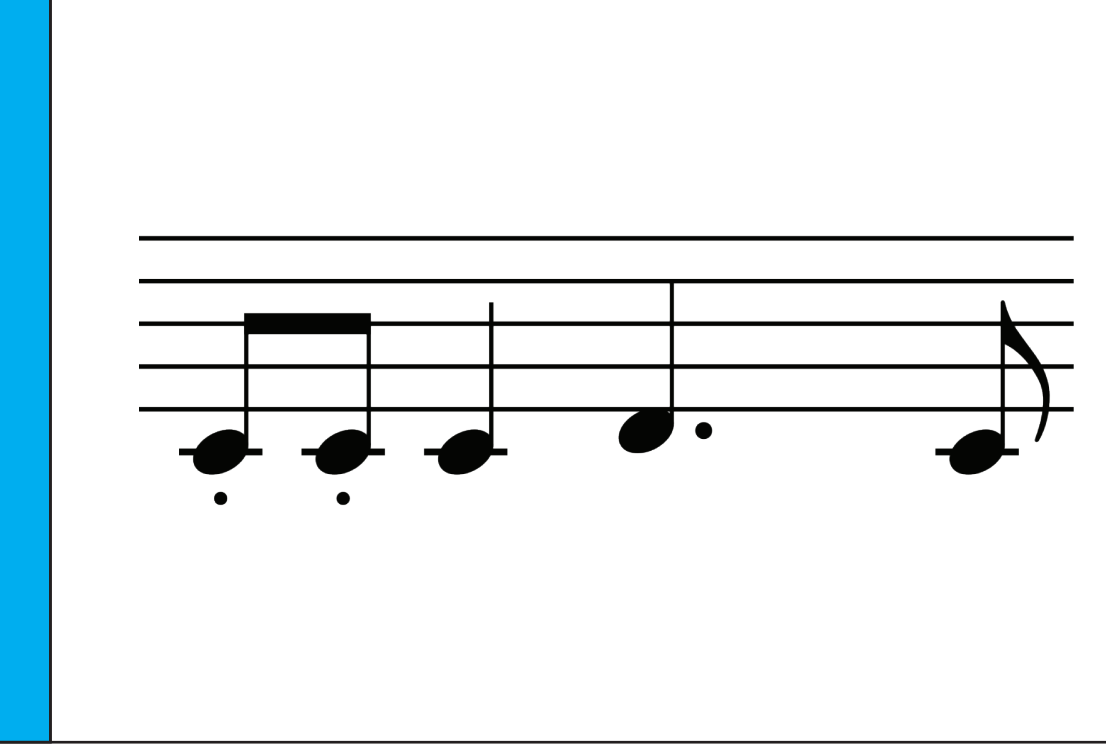
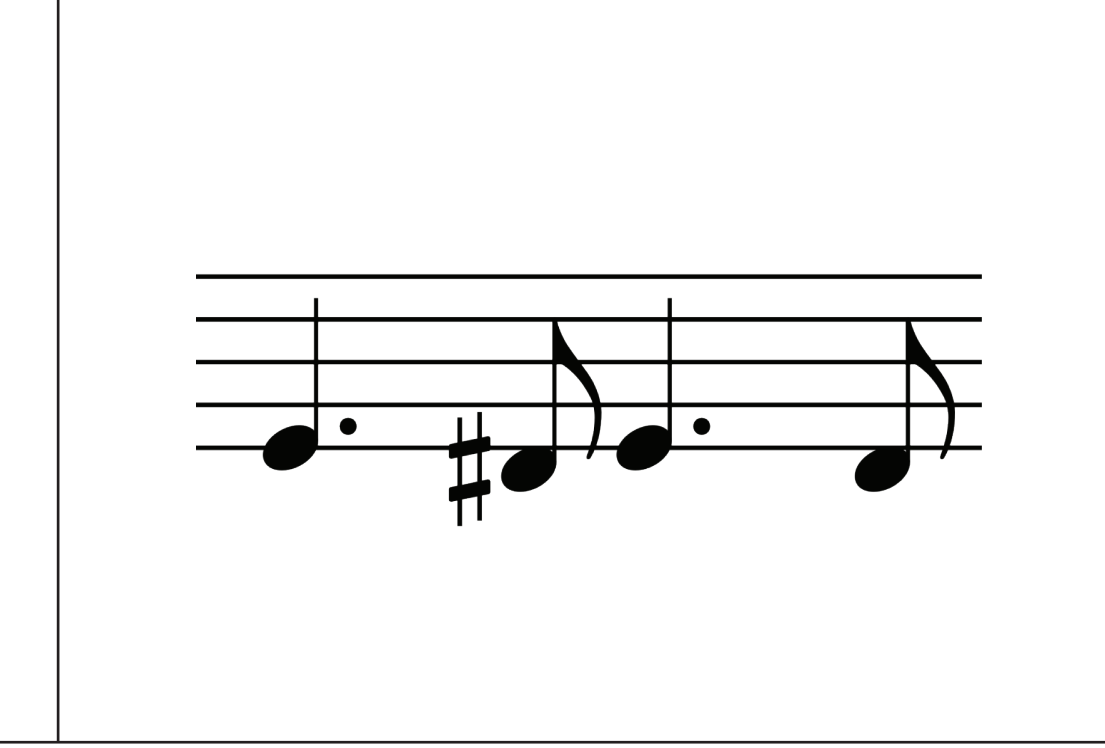
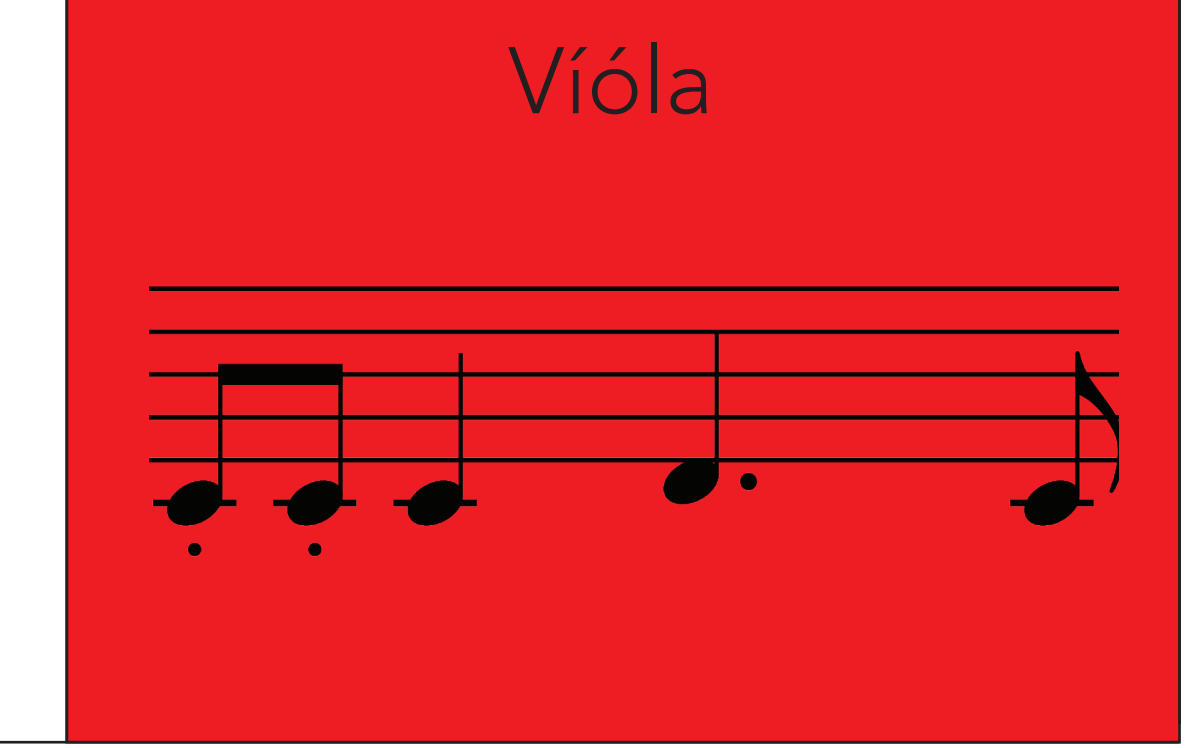
Rauðir reitir eru upphafsreitir

Gulir reitir eru endareitir - þeir hleypa kvartettinum áfram í næsta kafla, eða að lokum verksins ef komið er á síðasta kafla. Bláir/appelsínugulir/fjólubláir reitir eru áhrifareitir - þá dregur leikmaður spjald sem getur haft bæði góð eða slæm áhrif - t.d. - fara aftur á byrjunarreit, hoppa beint á reit sem þú telur annan meðlim vera á, taka af eitt slag og spila í 3/4 í ákveðinn tíma, styrkleikabreytingar, ritar-dando, accelerando* o.s.frv.

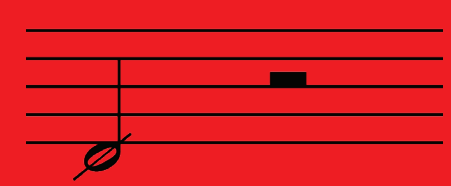
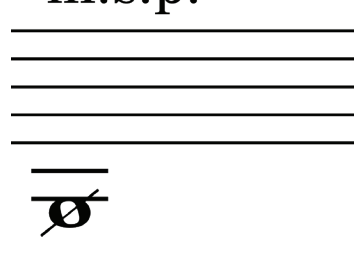
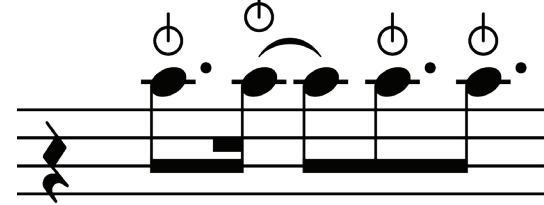
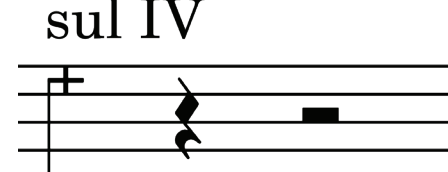
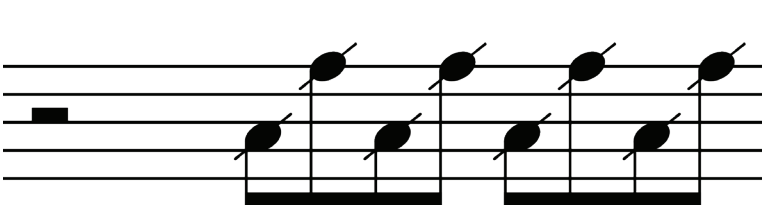
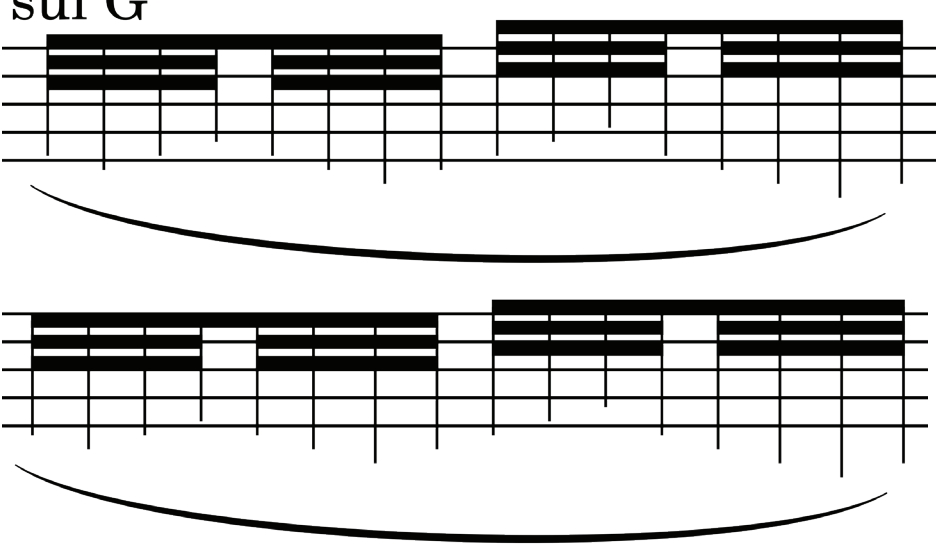
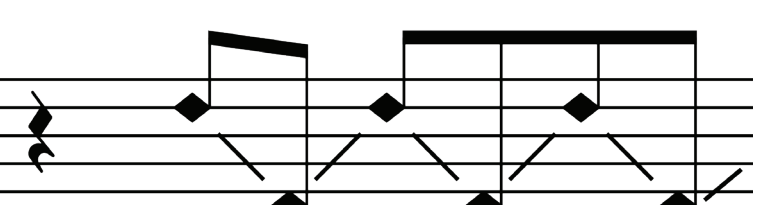
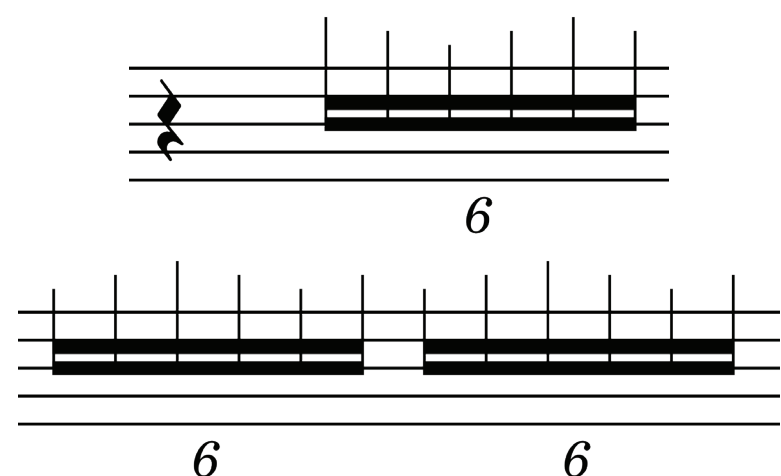
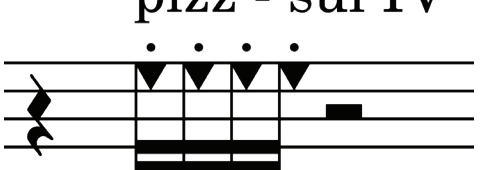
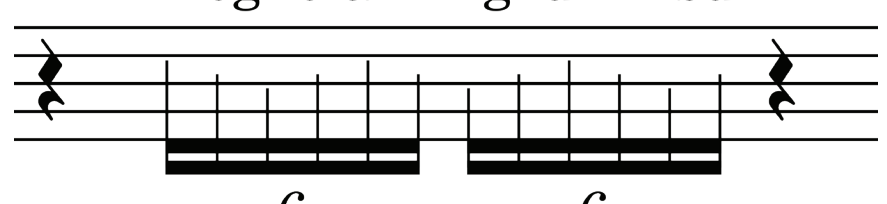
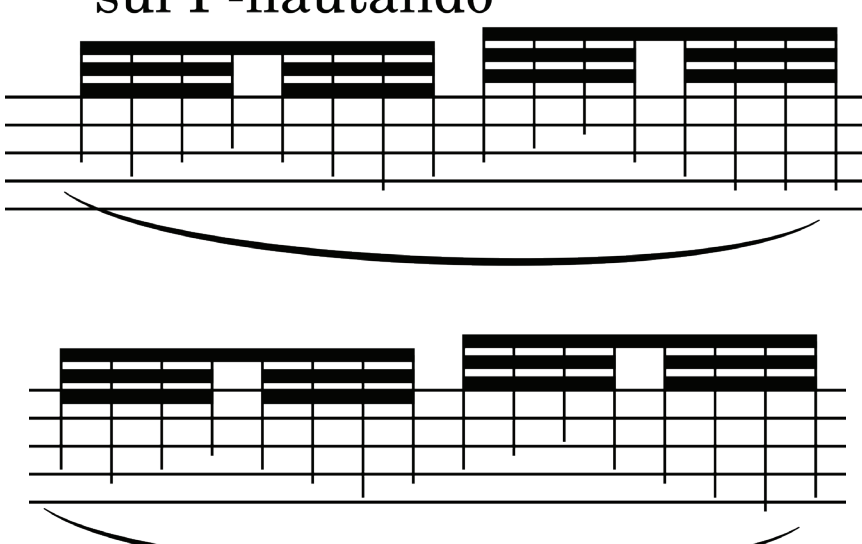
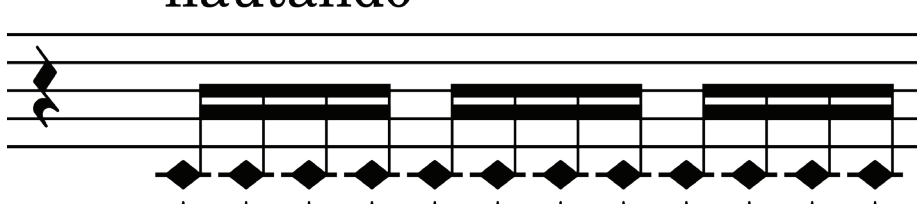
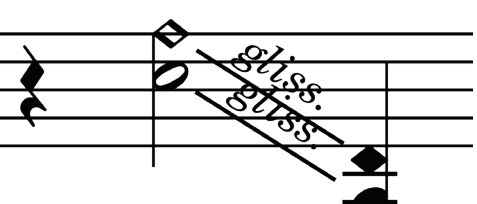
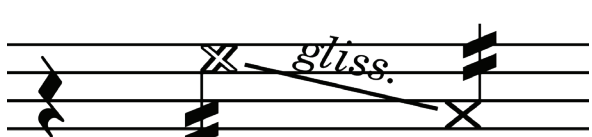
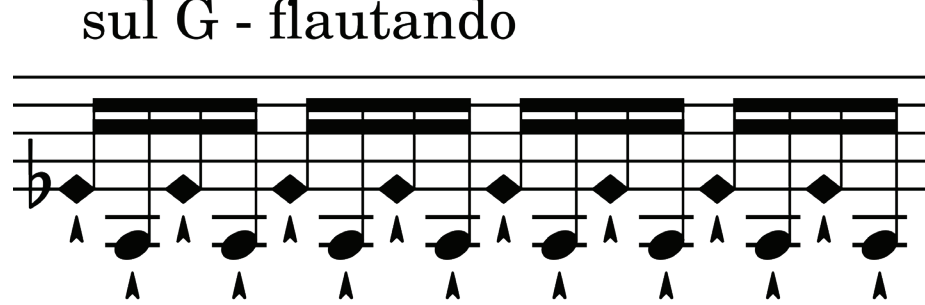
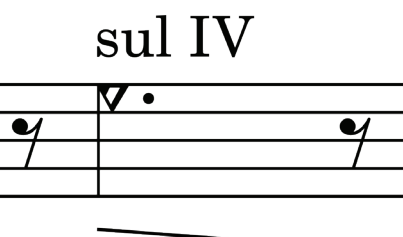
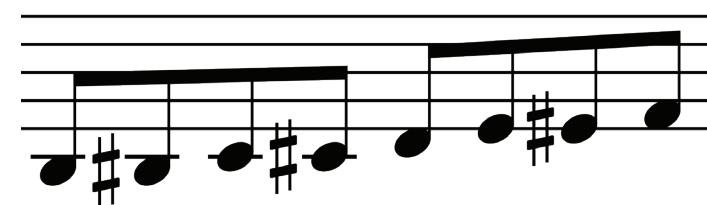
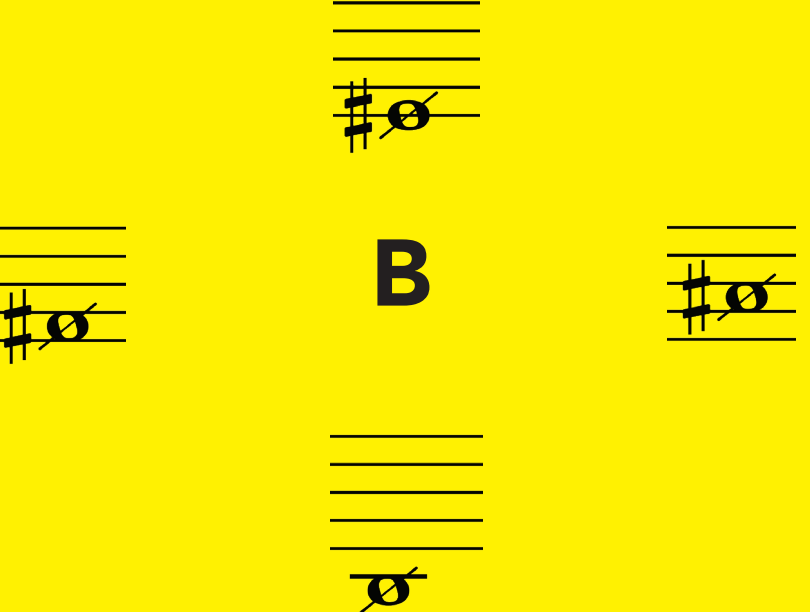
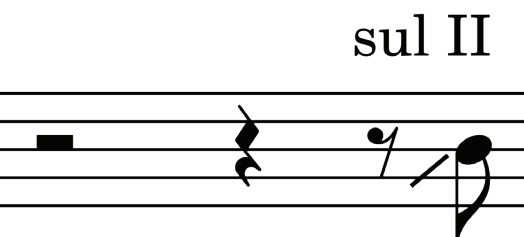
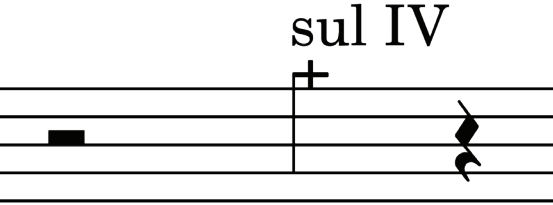
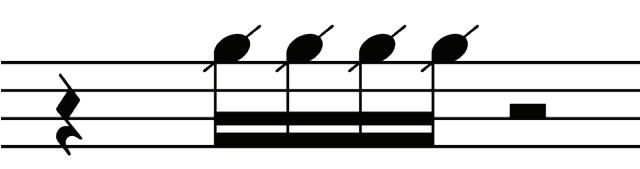
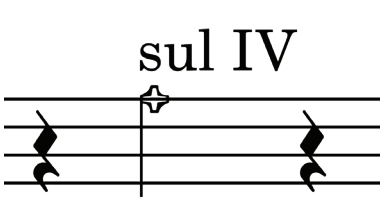
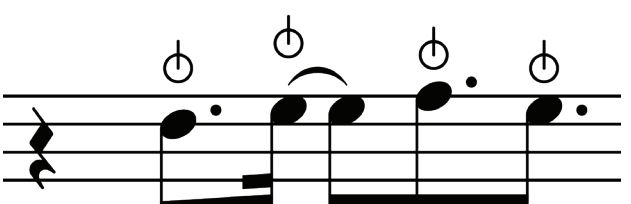
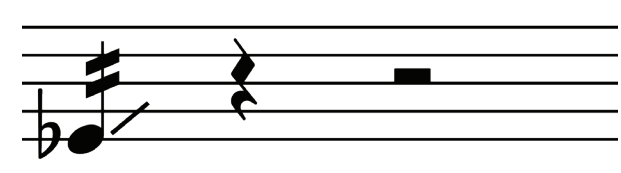
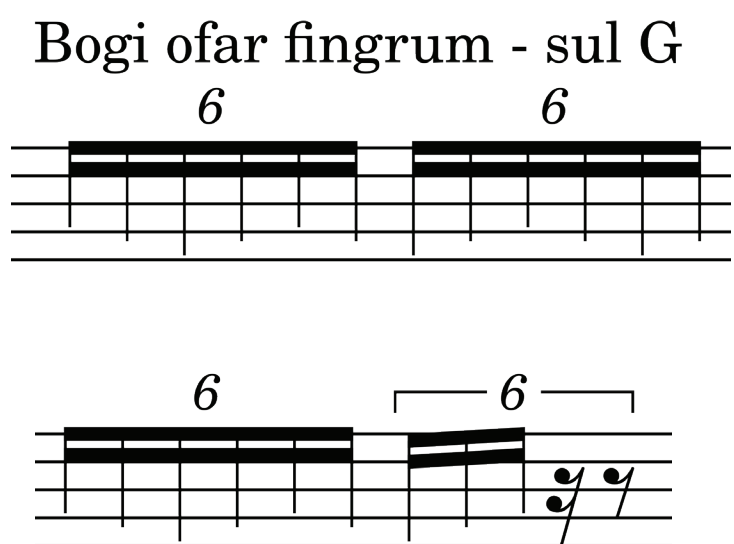
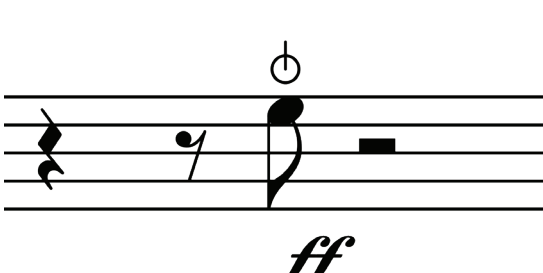
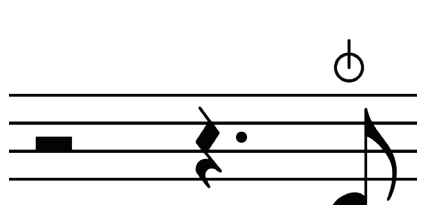
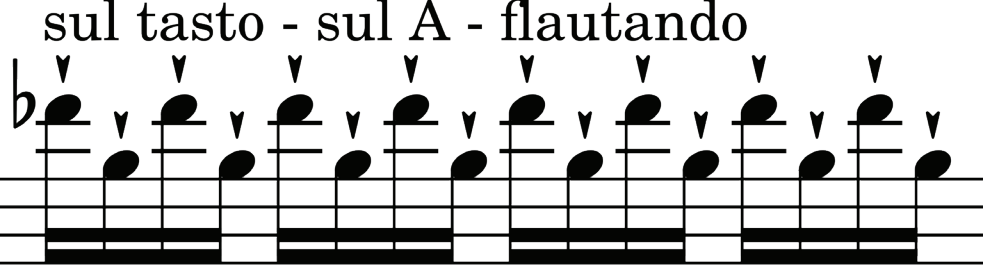
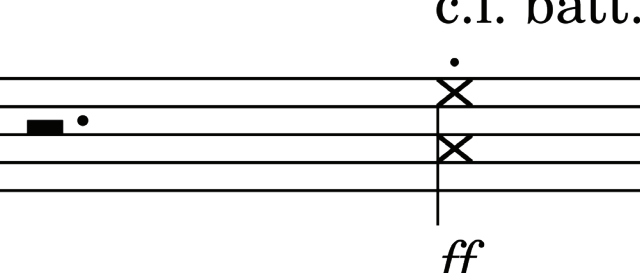
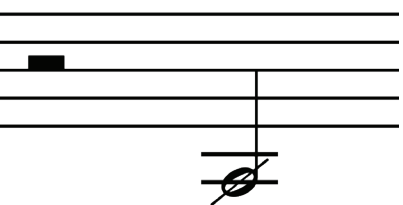
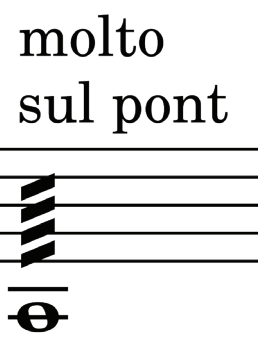
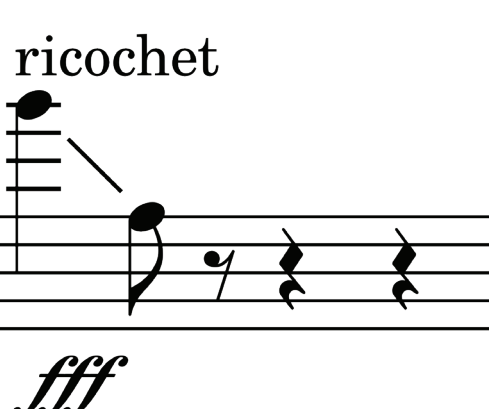
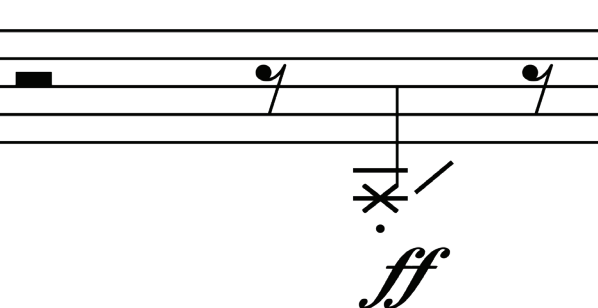
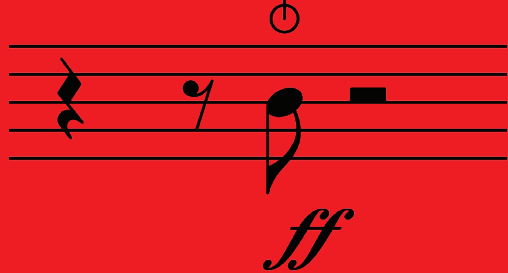
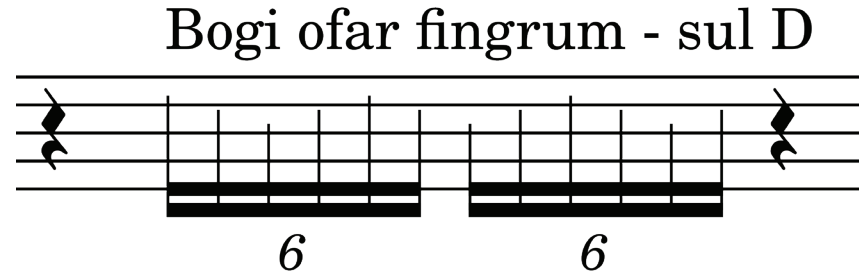
* ef hraða eða styrkleikabreyting verður þarf leikmaður að reyna að fá hina með sér í breytinguna.

Grænir reitir eru frjálsir reitir. Þá er leikmaður hvattur til þess að spila frjálst, en þó í ætt við það sem er í gangi í verkinu, tími sem hver dvelur í grænum reit er frjáls, en gott er að gæta hófs.

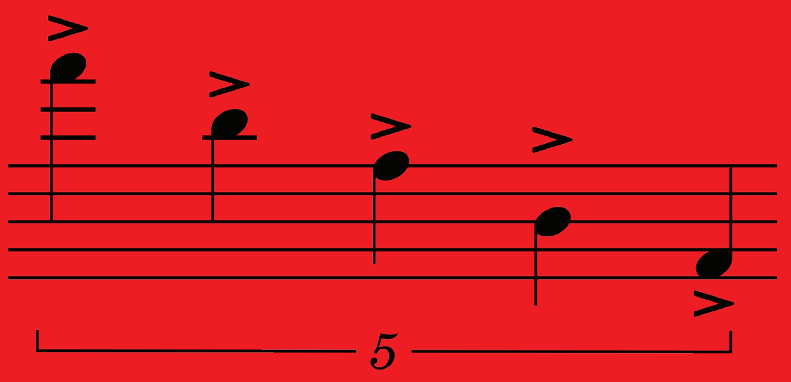
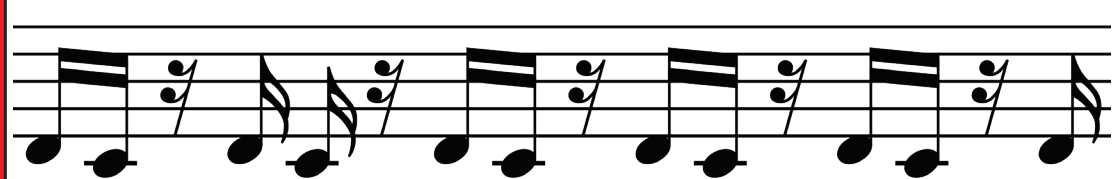
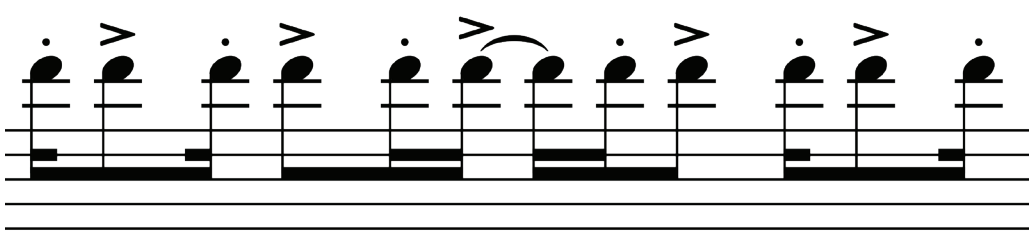
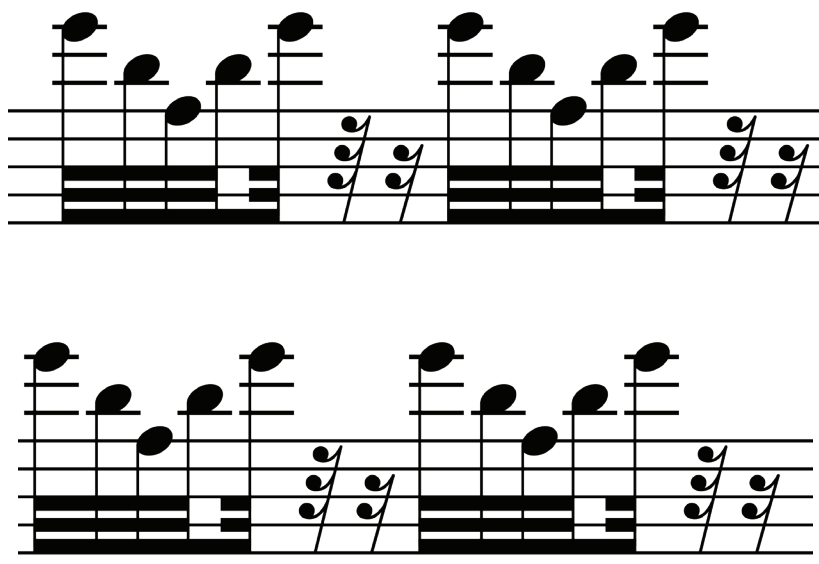
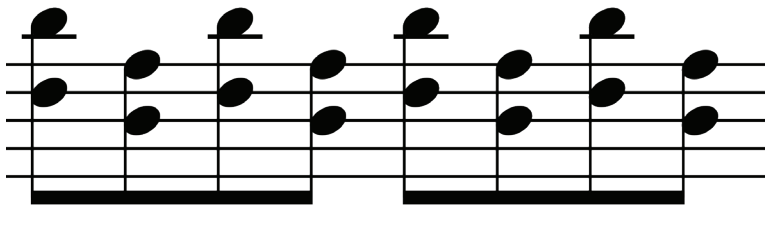
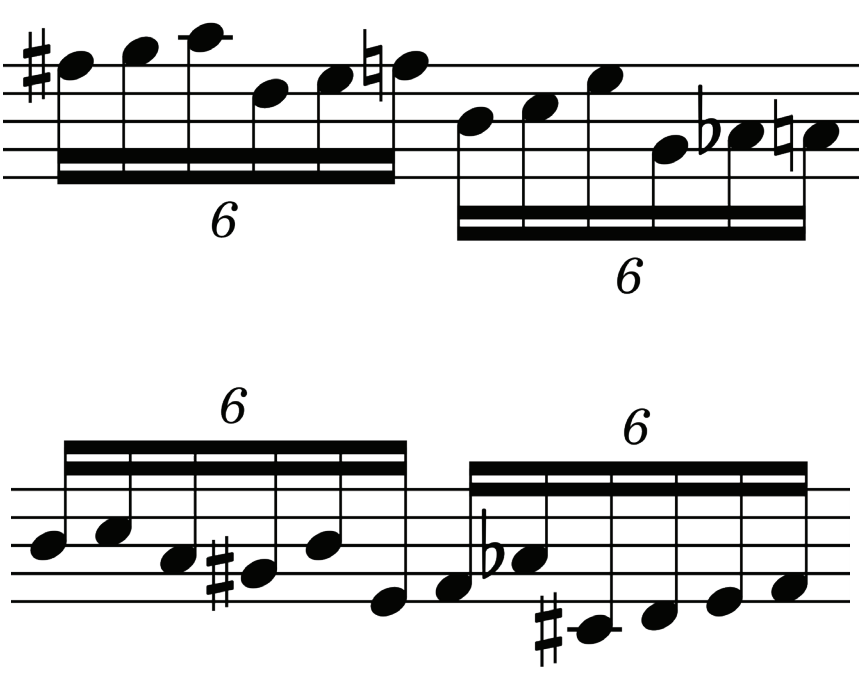
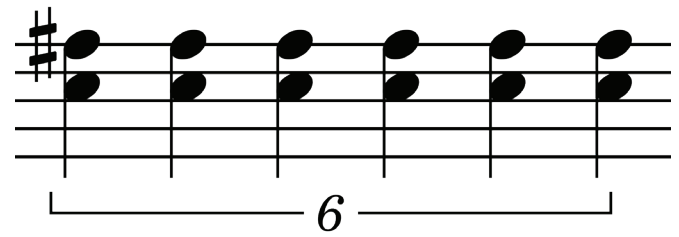
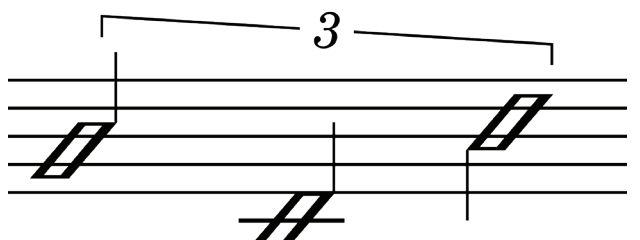
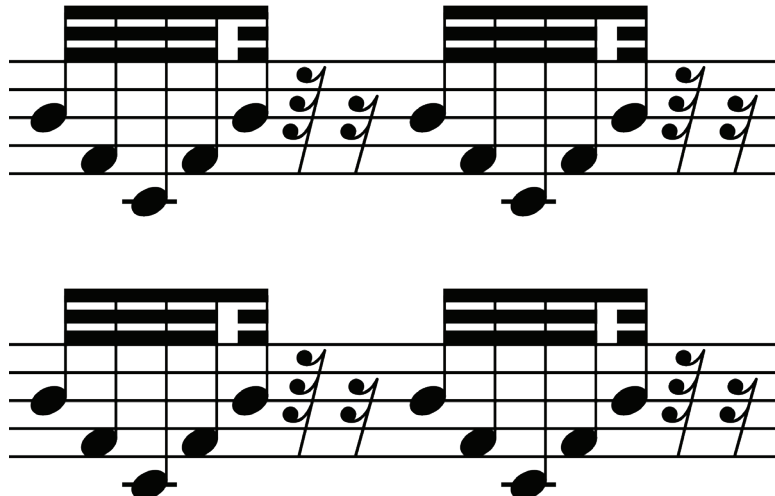
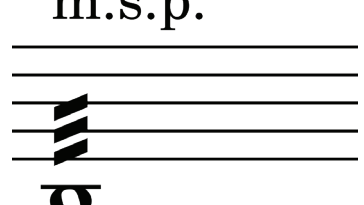
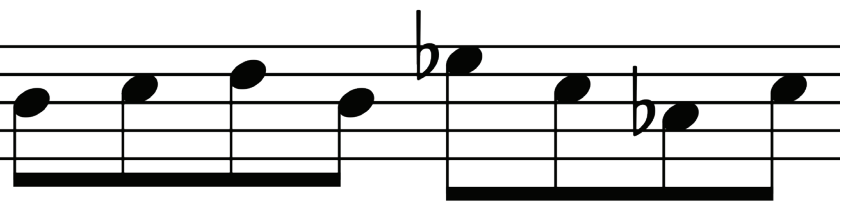
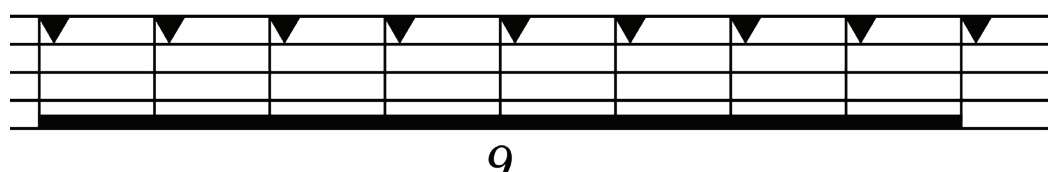
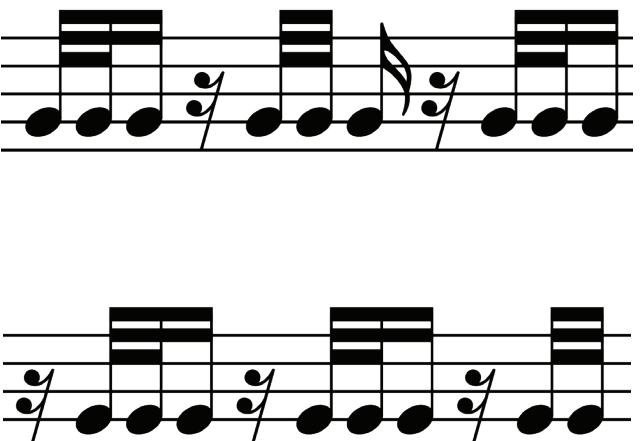
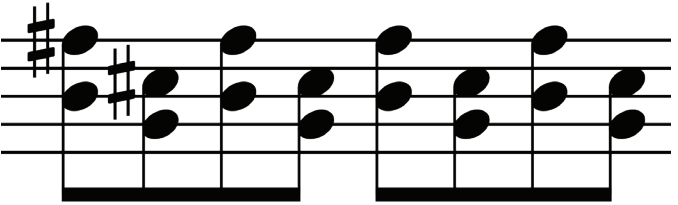
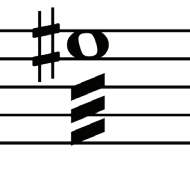
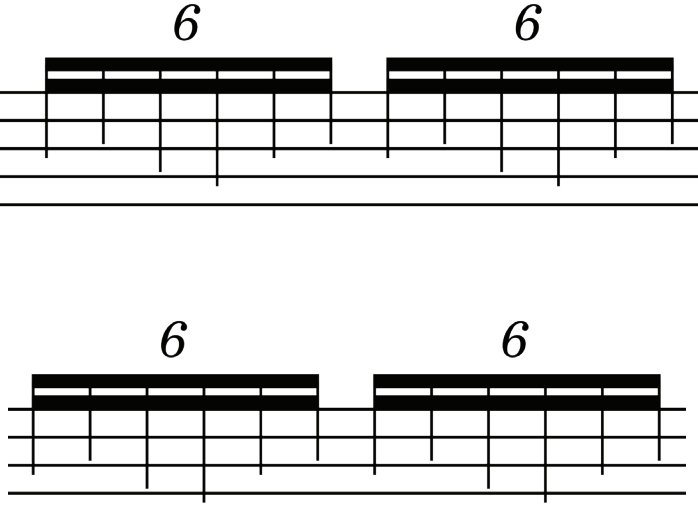
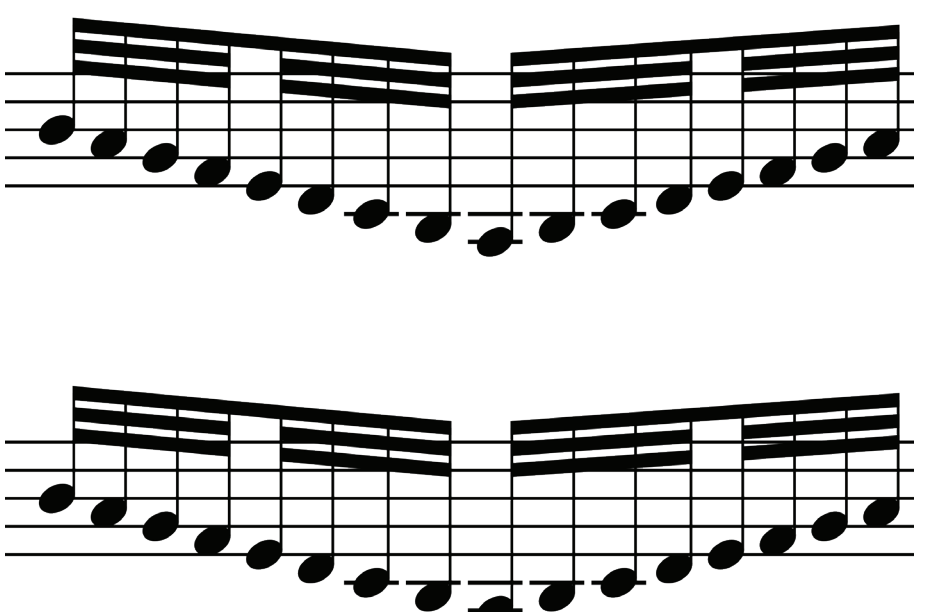
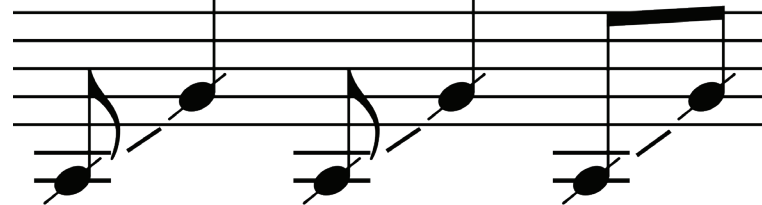
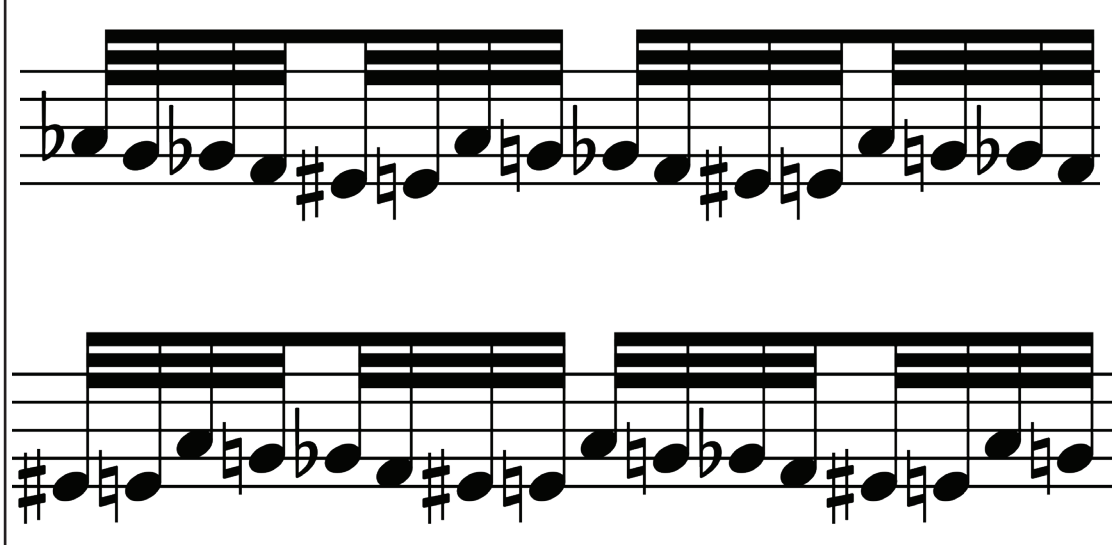
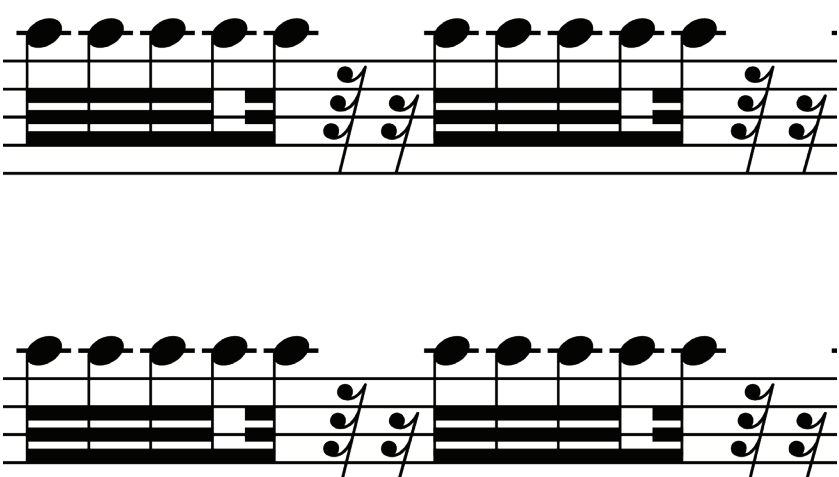
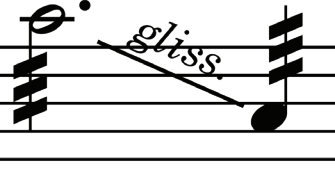
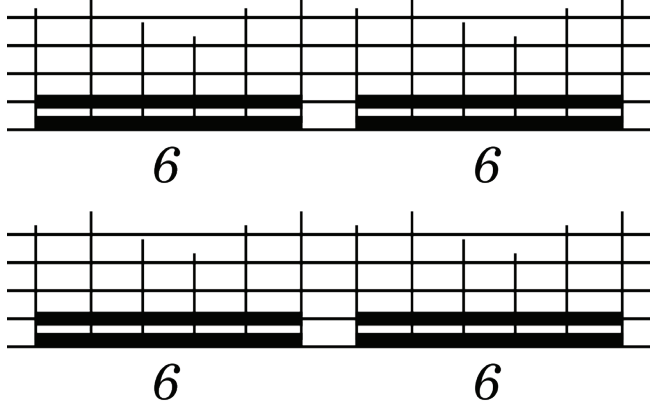
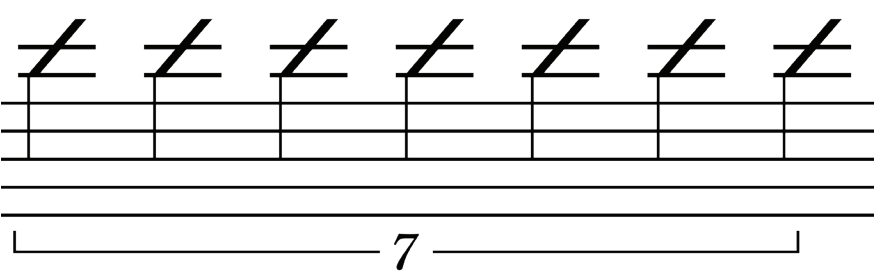
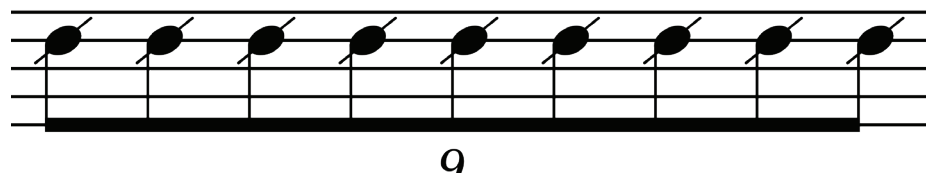
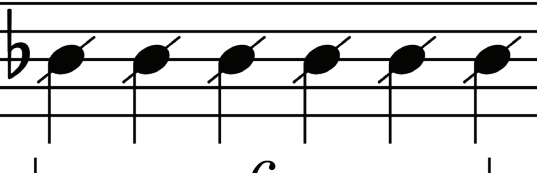
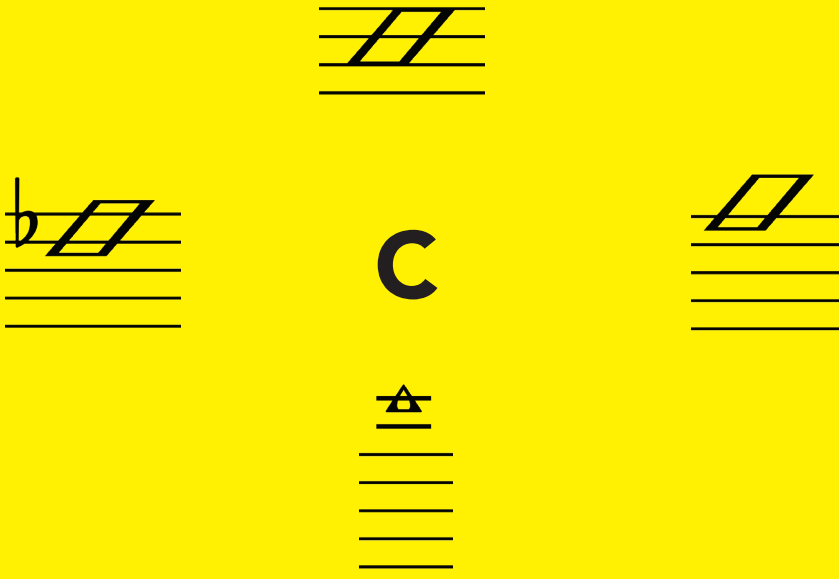
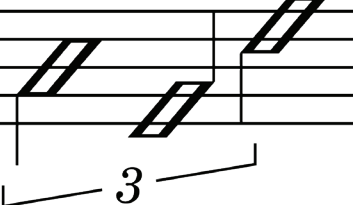
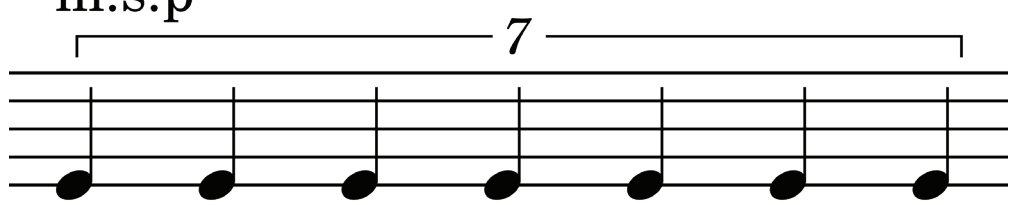
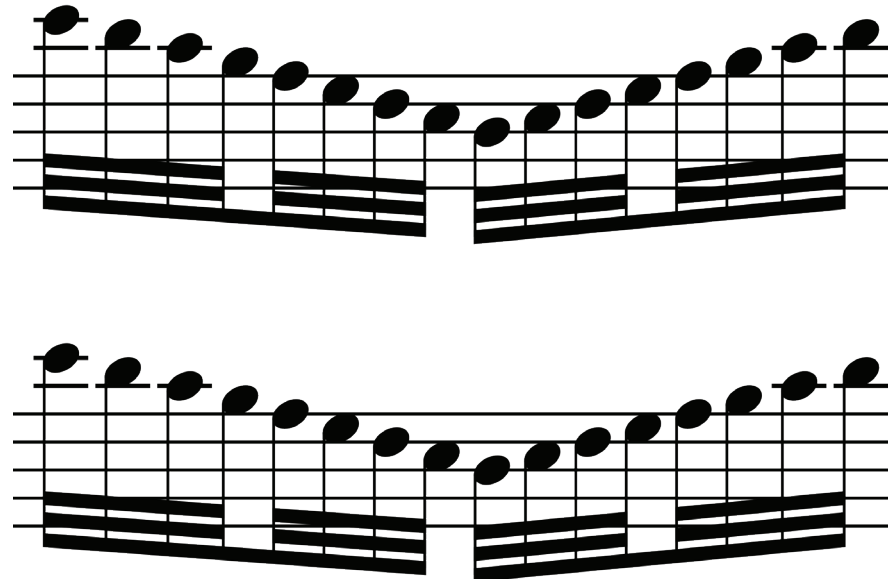
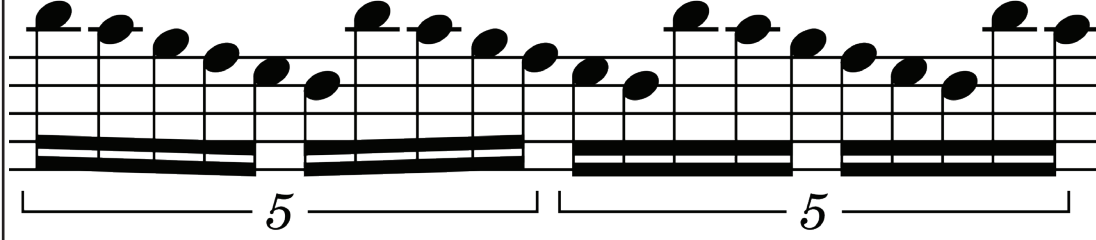
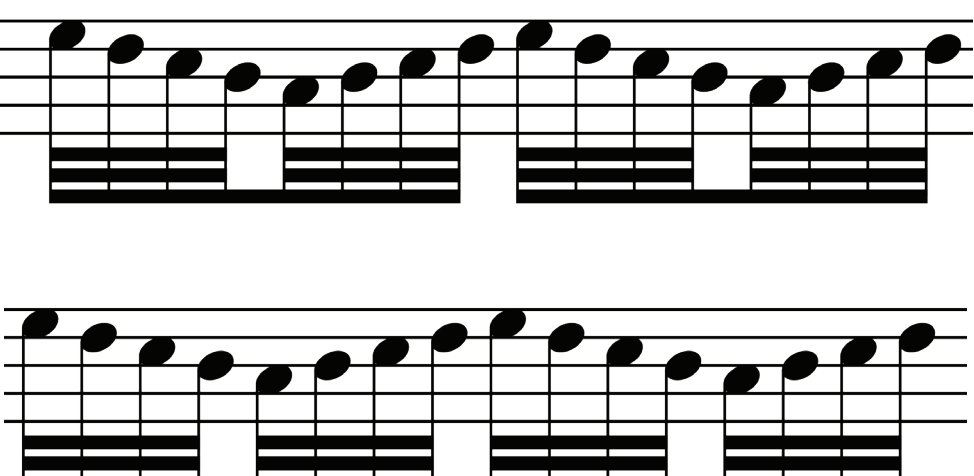
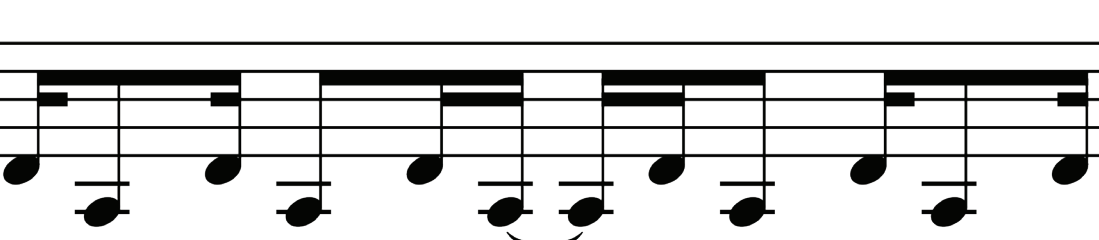
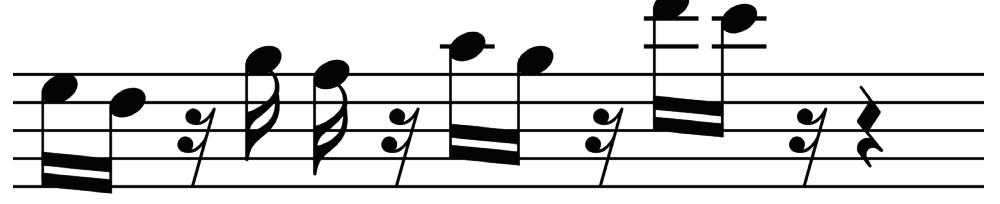
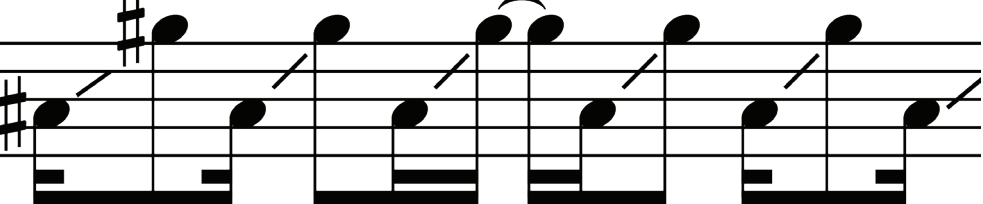
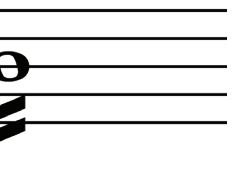
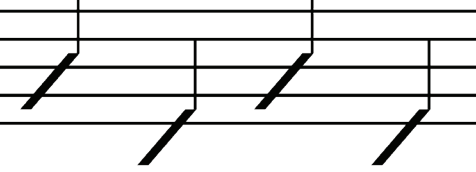
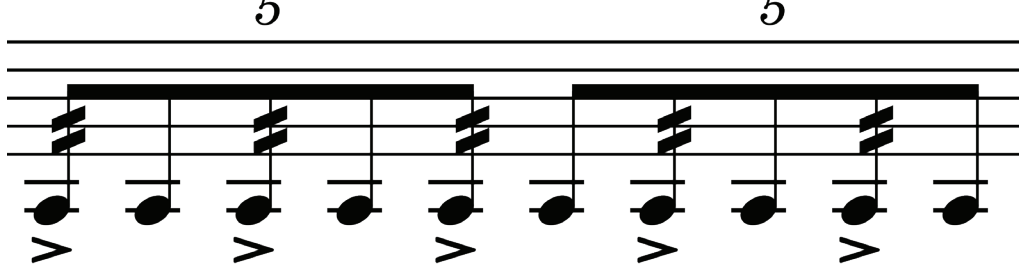
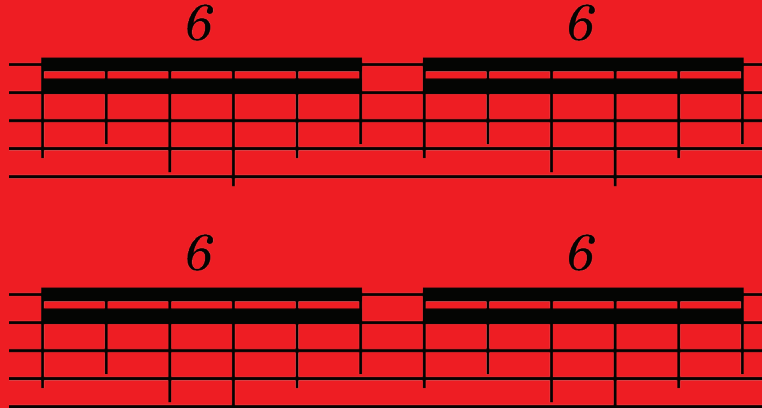
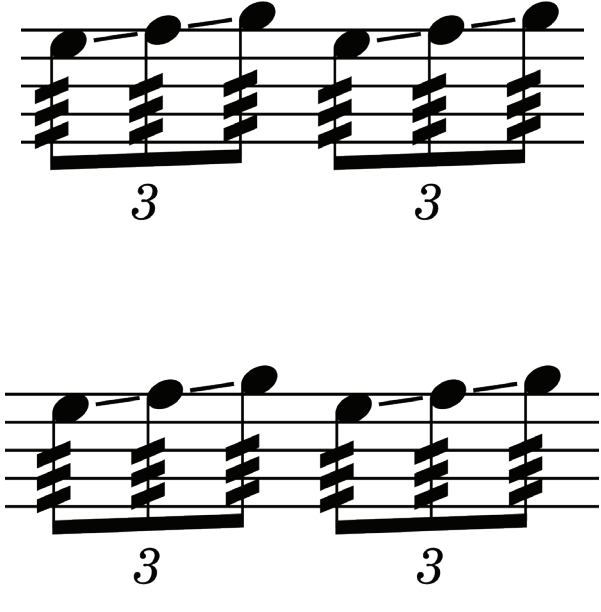
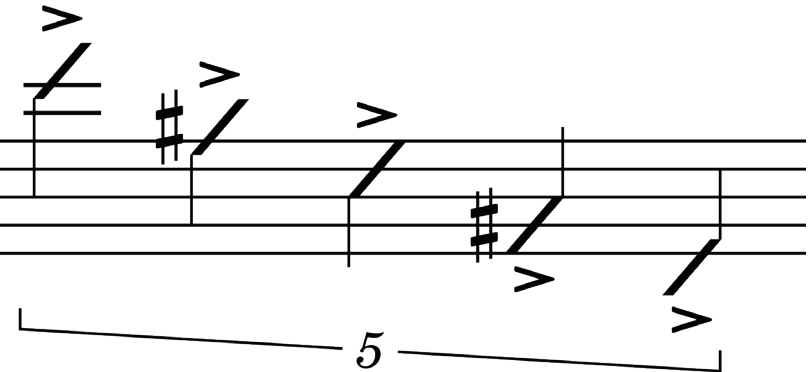
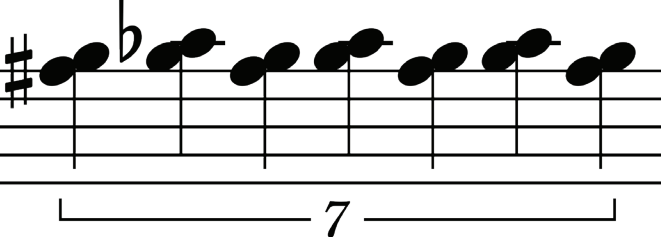
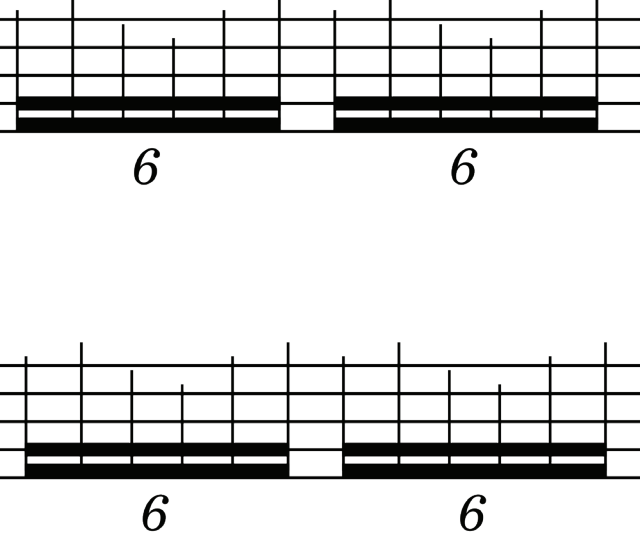
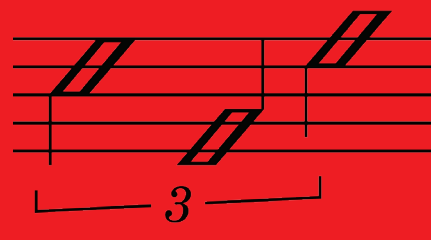
I: Ósköp venjulegur hraði

Fiðla I 	pizz. 		pizz. 				Fiðla II 
		pizz. 		pizz. 	Frjálst		
	pizz. 			pizz. 	pizz. 		
	pizz. 						
pizz. 							
Draga	pizz. 						
pizz. 							
Selló 				Draga			Víóla 

II: Löturhægt

Fiðla I 	m.s.p. 	Frjálst	mávagliss - sul I 				Fiðla II 
	sul IV 	molto flautando 		sul G 			Bogi ofar fingrum sul I 
pizz - sul IV 	Bogi ofar fingrum - sul D 	sul I -flautando 		flautando 	mávagliss sul I 	pizz 	col legno ricochet 
sul G - flautando 	sul IV 				Draga	sul II 	sul IV 
		Draga			sul IV 		Frjálst
Draga	pizz - sul IV 		Bogi ofar fingrum - sul G 	Frjálst	sul IV 		sul tasto - sul A - flautando 
c.l. batt. 		flautando 	molto sul pont 	ricochet 	molto sul pont 	molto flautando 	c.l. batt.ricochet 
Selló 		sul IV 		Bogi ofar fingrum - sul D 	Draga	sul II - m.s.p 	Víóla 

III: Frekar geyst

Fiðla I 				Draga			Fiðla II 
			Frjálst	m.s.p. 	Frjálst		
Draga							Frjálst
		Draga					
							
m.s.p 			Draga			Frjálst	
		Frjálst					Draga
Selló 	Draga						Víóla 

Prelude: Grave

Violin I

f

Violin II

f

Viola

f

Violoncello

f

fara í I

fara í I

fara í I

fara í I

A) Intermezzo: Allegro con brio

Violin I *mp*

Violin II *mp*

Viola *mp*

Violoncello *mp*

3

cresc. .

cresc. .

cresc. .

cresc. .

5

3 3 3 3

7

3 3

9

Musical score for measures 9-11. The score is in 3/4 time with a key signature of one sharp (F#). It features four staves: Treble 1, Treble 2, Alto, and Bass. Measures 9-11 show complex rhythmic patterns with triplets and sixteenth notes. The Alto staff has accents (>) in measures 9 and 10. The Bass staff has triplets in measures 9 and 10.

12

Musical score for measures 12-16. The score continues with four staves. Measures 12-16 include dynamic markings like *f* (forte) and *dim.* (diminuendo). There are also triplet and quintuplet markings. The Alto staff has a *dim.* marking in measure 14. The Bass staff has a *dim.* marking in measure 14. The Treble 1 staff has a *dim.* marking in measure 14. The Treble 2 staff has a *dim.* marking in measure 14. The Alto staff has a *dim.* marking in measure 14. The Bass staff has a *dim.* marking in measure 14.

18

Musical score for measures 18-22. The score continues with four staves. Measures 18-22 include dynamic markings like *p* (piano). The Treble 1 staff has a *p* marking in measure 19. The Treble 2 staff has a *p* marking in measure 19. The Alto staff has a *p* marking in measure 19. The Bass staff has a *p* marking in measure 19. The Treble 1 staff has a *p* marking in measure 20. The Treble 2 staff has a *p* marking in measure 20. The Alto staff has a *p* marking in measure 20. The Bass staff has a *p* marking in measure 20. The Treble 1 staff has a *p* marking in measure 21. The Treble 2 staff has a *p* marking in measure 21. The Alto staff has a *p* marking in measure 21. The Bass staff has a *p* marking in measure 21. The Treble 1 staff has a *p* marking in measure 22. The Treble 2 staff has a *p* marking in measure 22. The Alto staff has a *p* marking in measure 22. The Bass staff has a *p* marking in measure 22.

fara í II

fara í II

fara í II

fara í II

fara í II

B) Intermezzo: Adagio con fuoco

smám saman minnka þrýsting

Violin I

Violin II

Viola

Violoncello

ff

dim.

ff

dim.

ff

dim.

ff

dim.

smám saman minnka þrýsting

smám saman minnka þrýsting

smám saman minnka þrýsting

smám saman minnka þrýsting

10

Violin I

Violin II

Viola

Violoncello

14

fara í III

p *sub. f*

fara í III

p *sub. f*

fara í III

p *sub. f*

fara í III

p *sub. f*

C) Finale: Maestoso e poco pazzo

Violin I *fff*

Violin II *fff*

Viola *fff*

Violoncello *fff*

dim. smám saman losa um hendi

dim. smám saman losa um hendi

dim. smám saman losa um hendi

dim.

9 8 smám saman færa boga ofar á fingrabrettið

smám saman færa boga ofar á fingrabrettið

smám saman færa boga ofar á fingrabrettið

smám saman færa boga ofar á fingrabrettið

17

25

molto sul tasto

molto sul tasto

molto sul tasto

ppp

ppp

ppp

ppp