

# Mathias Reumert

**Fabricco**  
for percussion trio

First performed on 8 December 2008 at Dyssegårdsskolen in Hellerup, Denmark,  
by PACE Percussion Trio.

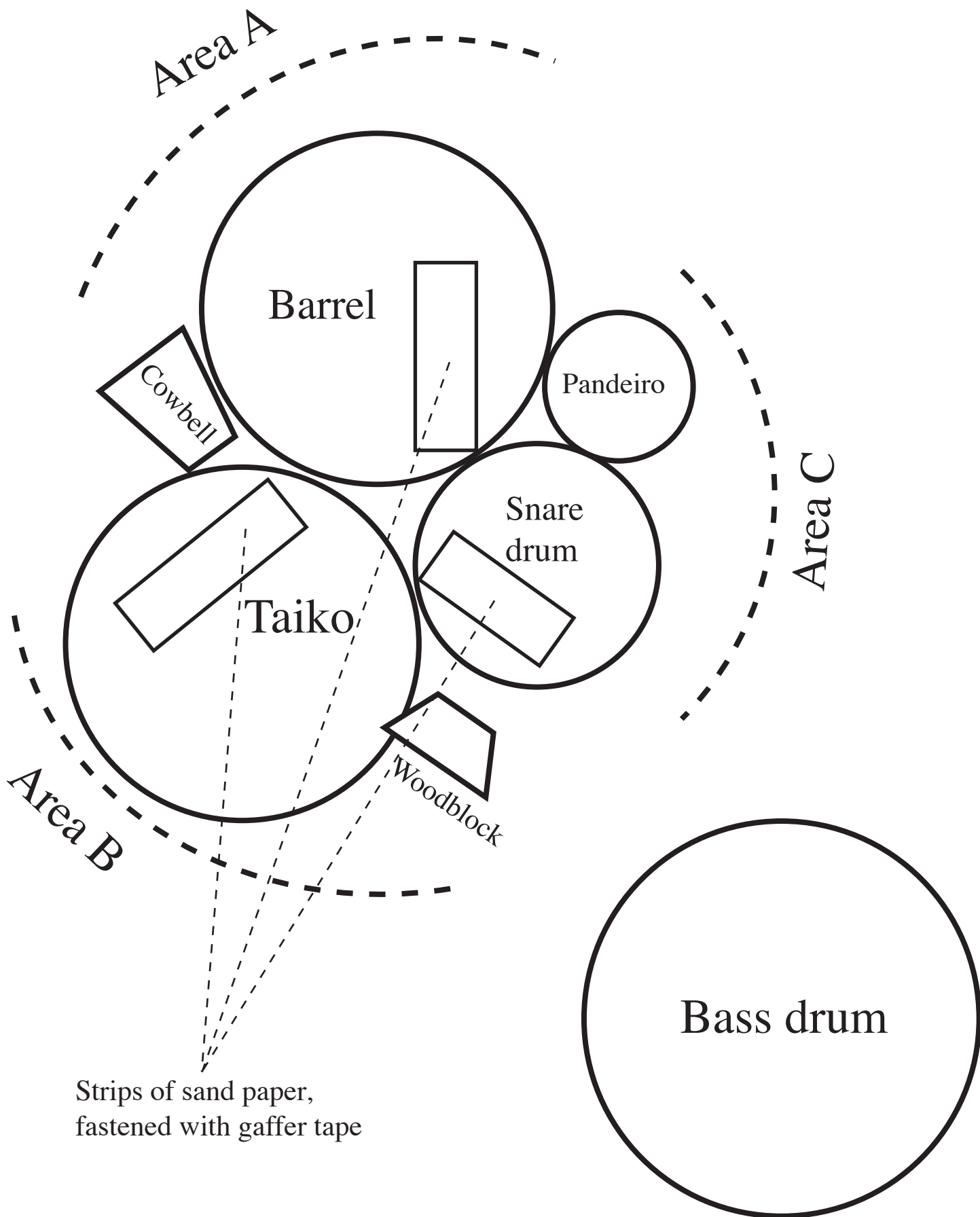
This score is slightly revised from the original version. The original version is  
released on the CD/DVD 'PACE Percussion Trio/Thomas Agergaard'.

Duration: 5-6 min.

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# Setup



As the setup does not include music stands, the piece must be memorized.

## Instruments

Each player has an “SP” block = sand paper fastened to a block of wood or cork, always held in the left hand. The block is rubbed - in direction away from the player’s body - against a strip of sand paper, which is fastened with gaffer tape to the head of the player’s main instrument (barrel/taiko/snare dr.).

### Player 1

- Large, empty oil barrel, turned upside down. Must have a big, open sound. Suspend it or angle it to the floor in order to create an air hole underneath.
- Large cowbell on a stand.
- One or two light metal chains, about 50-60 cm each, fastened to a keyring. Grab the keyring, lower the chain onto the barrel. Leave chain on barrel when using SP.
- Taiko sticks or very heavy drum sticks.

Barrel

open muted side/body chain rim SP put down SP block on barrel cowbell

### Player 2

- Taiko drum on a stand. The heads must be fastened with metal rivets. Run the taiko stick (right hand) along the rivets, anti-clockwise around the taiko.
- Large wood block or temple block on a stand.
- Taiko sticks. Start the piece with a stick in right hand, another in your pocket, and SP in left hand. Change to two sticks in bar 63.

Taiko

open muted side/body rivets rim SP put down SP block on taiko temple block/wood block

### Player 3

- Snare drum. Start the piece with snares off. Turn them on in bar 63, and off again at bar 79.
- Bass drum (G.C. or open rock bass drum), suspended horizontally.
- Pandeiro fastened to a cymbal stand.
- Play with the butt ends of drum sticks, and strike the side/body of player 1’s barrel.

Snare/  
bass dr.

bass dr. side/body of barrel snare dr. rim of barrel SP put SP block on snare dr. pandeiro

# Fabricco

♩ = 140-148

Mathias Reumert (2008)

**A** Play 3x

Player 1 L: leave chain on barrel, take SP L: leave SP on barrel, pick up chain here!

Player 2 L: freeze

Player 3 L: take SP, keeping also the stick in hand L: freeze, leave SP on snare dr.

*mf*

5 Play 2x

(L: take SP) (player 3: snare dr.) (player 3: bass dr.)

1+2+3

11

(player 3: snare dr.) (player 3: bass dr.)

1+2+3

16

1+2+3

21 walk anti-clockwise around the setup (half notes) while playing  
make it sound exactly like bars 13-20

1+2+3

1 area A L: leave chain, take SP B C A

2 area B C A B

3 area C A B C R

L: take SP, keeping also the stick in hand L: leave SP on snare dr.

stop walking

1+2+3

1

2

3

B C A

C A B

A (sim) B C (sim)

29

1+3

2

(player 3: snare dr.) (player 3: bass dr.)

33

1+3

2

1. (player 3: snare dr.) (player 3: bass dr.) (sim)

37

1

2

3

42

1

2

3

46

Musical score for measures 46-49, three staves (1, 2, 3). The music is in 4/4 time. Staff 1 starts with a key signature of one sharp (F#) and a common time signature. Staff 2 has a key signature of two sharps (F#, C#). Staff 3 has a key signature of three sharps (F#, C#, G#). There are various musical notations including notes, rests, and dynamic markings.

50

Musical score for measures 50-55, three staves (1, 2, 3). This section includes first and second endings. Staff 1 has a first ending in 5/4 time and a second ending in 4/4 time. Staff 2 has a first ending in 3/4 time and a second ending in 4/4 time. Staff 3 has a first ending in 1/4 time and a second ending in 4/4 time. A note in measure 55 is marked "(pandeiro only 2nd x)".

56

walk anti-clockwise around the setup

1+2+3

Musical score for measures 56-58, three staves (1, 2, 3). The music is in 4/4 time. The section is divided into three rehearsal areas: Area A, Area B, and Area C. Staff 1 starts with a dynamic marking of *f*. Staff 2 also starts with *f*. Staff 3 starts with *f* and includes a right-hand drum (R) notation. The music features various rhythmic patterns and dynamic markings.

59

1+2+3

Musical score for measures 59-62, three staves (1, 2, 3). The music is in 4/4 time. The section is divided into three rehearsal areas: Area B, Area C, and Area A. Staff 1 includes a *cresc.* marking. Staff 2 includes a *cresc.* marking. Staff 3 includes a *cresc.* marking. The music features various rhythmic patterns and dynamic markings.

L: leave SP on snare dr. L L R

L: take SP, keeping also the stick in hand *cresc.*

stop walking

1+2+3

1

2

3

C A drop chain on floor, sticks in both hands

A B put SP on trap table or in your pocket, sticks in both hands

B C put SP on snare or bass dr., turn on snares

R R

64

**B** ♩ = ♩ (flam ad lib.) Rep. ad lib. bars 64-72

1

2

3

*poco f sempre*

*poco f sempre*

*ff*

*poco a poco dim. a pp*

65

L: rest forearm on barrel, muting it

1

2

3

(poco f) R R R R R R

L: rest forearm on taiko, muting it

(poco f)

R R R R R R

*pp*

67

open muted

1

2

3

*mp* gradually add accents and small open rolls, something like this 4 bar period

69

4

1

2

3

*cresc.*

*f*

open muted

L R

> > >

72

Play 6x

1

2

3

L R L R 4

L R L R 4

75

$\text{♩} = \text{♩}$

1

2

3

*cresc. molto*

C

79

(Player 3: snares off)

(Player 3: pandeiro)

(sim)

1+2+3

*ff*

R L L R L

83 *slight swing feel*

1+2+3

(sim)

R L R L R L

87

*molto meno mosso*

L: take SP

1+2+3

R R R R R

3

R R R R

3

L: take SP

rimshots, strike drum head at the edge, timbale style

bass drum