TECHNO YAMAN

for solo flutist with electric keyboard/drum machine

Robert Dick (2001)

Techno Yaman is a piece that blends aspects of the traditional North Indian raga Rag Yaman with rock and electronica. To perform the piece, the flutist also "plays" an electric keyboard that contains a drum machine. The keyboard must have an "organ" tone and these drum machine patterns or equivalents:

basic 4/4 Rock
Samba
Shuffle

When multiple options are available, the choice of tone and drum patterns is given to the performer as an important aesthetic decision.

Techno Yaman is a "performance piece" as well as a flute solo.   The manner in which the flutist handles the changes in the keyboard's programming should be dramatic.

Here is the script:

On stage center -- A table large enough to hold the keyboard and to comfortably lay the flute on. (A flute stand may also be on the table.)   The keyboard, placed on the table before the performance, is turned on and set to the **organ tone of the individual performer's choice** and the drum machine is set on the **basic rock pattern** at about **quarter note = 144.** Three weights to hold down keys are also on the table. Rolls of coins are ideal for this purpose.

The Performance -- The flutist comes onstage and acknowledges the audience. Standing alongside the table, the flutist begins *Techno Yaman*. The weights are placed on keys to create a drone to accompany the very Indian sounding first section. The timing of how to start the drone is given in the score. Loudness of the drone is determined by the flutist. The drone should be full sounding but not so loud as to cover the fine details of the flutist's tone. Once the drone is started, turn to the audience and begin to play flute.

Note: It is up to the flutist to decide if it is necessary to lay the flute on the table or place it on the flute stand while manipulating the keyboard/drum machine. Depending on the keyboard used (and the flutist's confidence in controlling it) it may be gracefully possible to operate the electronics with one hand while still holding the flute. Do what works best for you!

At letter A: Stop playing flute and start the drum machine. This should also stop the drone sound automatically. If your keyboard does not stop the drone automatically when you start the drum machine, then start the drum machine first and quickly remove the weights from the drone keys. In all cases, remove the weights from the drone keys after the drum machine has started and put them on the table where it will be easy to replace them on the same keys later in the piece. Continue on flute.

At letter B: Again, stop playing flute and gradually increase the speed of the drum machine until it is going as fast as it can. (**Quarter note = about 208.**) Change the pattern to **Samba** and continue on flute.

At letter C: Gradually slow the drum machine to about **quarter note = 120**. Then change the pattern to **Shuffle** and replace the weights on the keys as indicated to restart the drone. Continue on flute.

When you come to the end of the flute part, bring *Techno Yaman* to its close by following the directions for slowing the drum machine and ending the drone and lastly stopping the drum machine.

Techno Yaman

Robert Dick
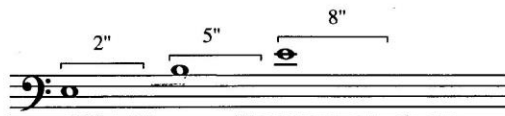
Start Drone. Keyboard set to «Jazz Organ» or another organ tone. Place weights on keys as indicated:

Flute begins 15" after drone starts.

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