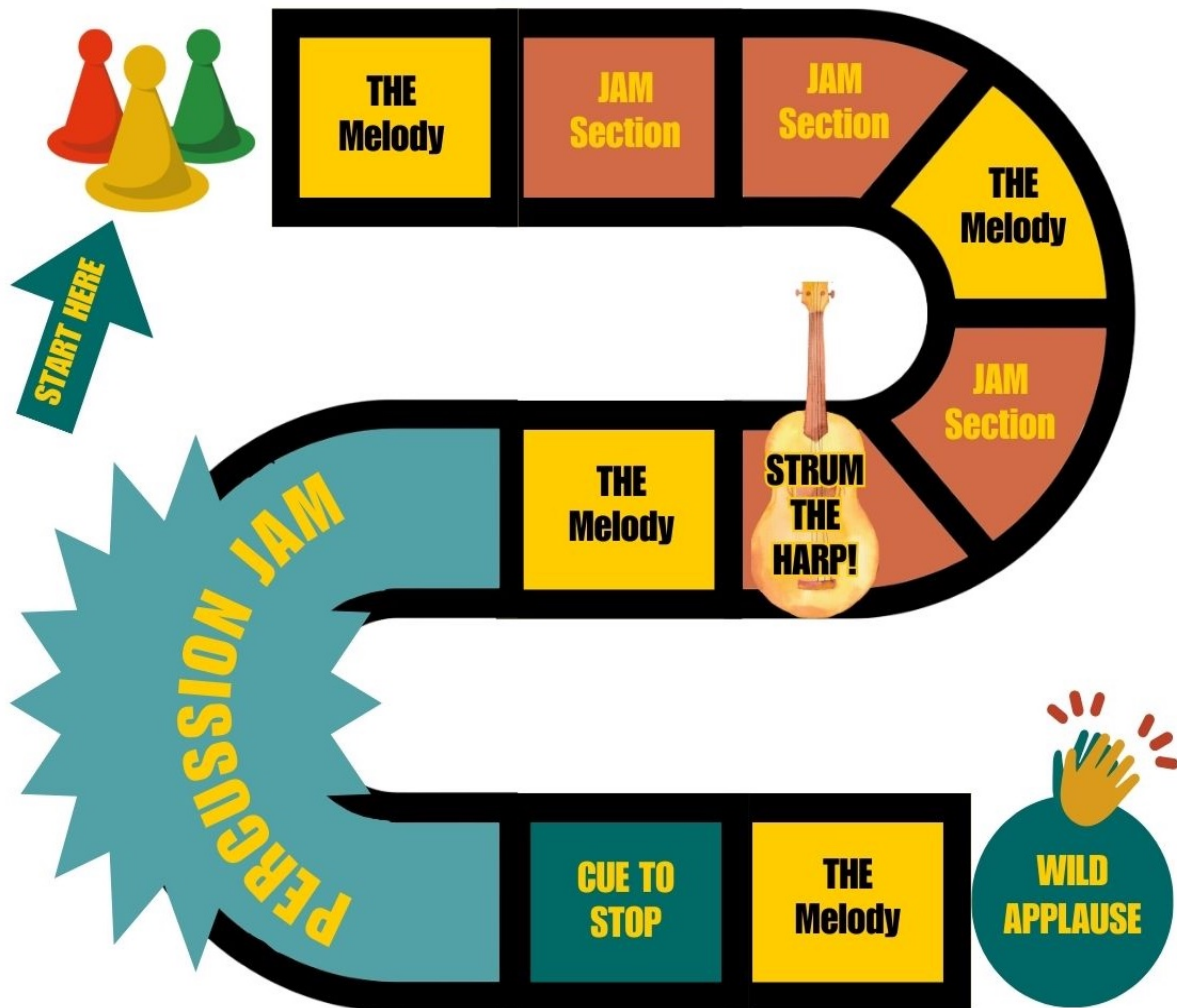


# CALIFYPSO

(a.k.a. California Calypso)

A Musical Game for One to 100 Players by Deborah Henson-Conant



# The Melody $\text{♩} = 80$

1

C C C G7

Harp 2 (Double at the octave if you can - or play a single line with 2 hands)

Harp 1 (Double at the octave if you can - or play a single line with 2 hands)

SLAP ON SOUNDBOARD

5

G7 G7 C

Simile

9

C C G7

13

G7 G7 C

Fine

2nd time to Solos  
Last time FINE

### Jam Section (Intermediate to Advanced)

G

Play either CHORDS (as on the top line) OR as a RHYTHM (as on the 2nd line) - don't play both together

17 (simile etouffer)

G

C

21

C F

25

F C G C

(Don't gliss every time only when I tell you to)

29

D.C.



### Harp & Audience "Percussion" Solo (Repeat Until Cue)

*These are just suggested rhythms and techniques - you can also make up your own, but avoid tapping on the soundboard unless you have absolutely impeccable rhythm.*

(Tuning Key Slide to replicate the Cuica sound)

(Paper weaving to replicate the Gourd sound)

(Muffling strings to replicate the Bass Drum sound)

49

*l.v.*

*l.v.*

### Cue to End the Percussion Jam

*Soloist, Conductor or Leader Cues the end of Open percussion jam with these notes and "Hunh's"*

"Hunh!"

"Hunh!"

51

ONE! TWO! THREE! FOUR!

"Hunh!"

"Hunh!"

55

**D.C. al Fine**