

# **Go BIG or Go HOME**

*for Rock Orchestra*

Score in C

**JESSICA MEYER**

# Go **BIG** or Go **HOME**

*for Rock Orchestra*

3-4'

## Instrument List

Flute  
Oboe  
Clarinet in B-flat  
Bass Clarinet  
Bassoon

Horn in F  
Trumpet in B-flat  
Trombone

Timpani (5, but could do with 4)  
Drum Kit  
Percussion 1 (Congas, Bongos, and any small percussion desired)  
Percussion 2 (Shaker, Glock., Tam-tam, and any other small percussion desired)  
Percussion 3 (Marimba, Cowbell, and any other small percussion desired)

Piano  
Electric Guitar  
Electric Bass  
Synthesizer

Violin 1  
Violin 2  
Viola  
Violoncello  
Double Bass (with C extension)

*\*\*This is a modular piece that focuses on the strings, so if you do not have every single wind/brass/percussion/rhythm section part covered, it can still be done - as long as the drum set part and the improv solos are covered from m. 42 to 54\*\**

## Program Note

This piece is an adaptation of the last movement of my string quartet *Get into the NOW* for the Nu Deco Ensemble in Miami. When the opportunity came up for me to make this arrangement, I wanted to both showcase what the group can uniquely do while also writing in a way that captures the spirit of what Miami inherently is.

In *Go BIG or Go HOME*, you will find hints of funk, bluegrass, and Latin while being driven by groove, virtuosity, and moments of improvisation allowing members of the group to put their own personal signature on the piece.

Most importantly, it is written from a place of self-realization, empowerment, and celebration of how joyous life can be.

# Go BIG or Go Home

Originally for the PUBLIQuartet

This new and improved version was commissioned by the Nu Deco Ensemble,  
my Miami family

JESSICA MEYER

**♩ = 145 Nasty**

1

Flute

Oboe

Clarinet in B $\flat$

Bass Clarinet in B $\flat$

Bassoon

Horn in F

Trumpet in B $\flat$

Trombone

Timpani  
D2, F2, G2, D3, F3

Drum Set

Percussion 1  
Congas, Bongos, any other toys for the JAM

Percussion 2  
Shaker, Glock, Tam-tam, Bass Drum, and toys for the JAM

Percussion 3  
Marimba, Cowbell, and other toys for the JAM

Piano

Electric Guitar

Electric Bass

Synth.

**♩ = 145**

Violin I

Violin II

Viola  
*f*

Violoncello

Contrabass

**A** Light and Groovy

9

Fl. *f*

Ob. *f*

Cl. *f*

Bs.cl. *f* like cello plucking

Bsn. *f* like cello plucking

Hn.

Tpt. *f*

Tbn.

Timp.

Dr.

Perc. 1 Congas

Perc. 2 Shaker

Perc. 3 *f*

Pno. *f*

E. Gtr.

E. Bass *mf*

Synth. *f* hammond organ sound

**A**

Vln. 1 *f*

Vln. 2 *f* gliss.

Vla. *ff* pizz. arco *f*

Vc. *f* pizz. *f*

Db. *f* pizz. *f*

15

Fl.

Ob.

Cl.

Bs.cl.

Bsn.

Hn.

Tpt.

Tbn.

Timp.

Dr.

Perc. 1

Perc. 2

Perc. 3

Pno.

E. Gtr.

E. Bass

Synth.

Vln. 1

Vln. 2

Vla.

Vc.

Db.

Performance materials must be purchased via [www.jessicameyermusic.com](http://www.jessicameyermusic.com)

# B Swervy Heavy Funk

20

Fl.

Ob.

Cl.

Bs.cl.

Bsn.

Hn.

Tpt.

Tbn.

Timp.

Dr.

Perc. 1

Perc. 2

Perc. 3

Pno.

E. Gtr.

E. Bass

Synth.

Vln. 1

Vln. 2

Vla.

Vc.

Db.

STOMP *sim.*

*fff*

side-stick on snare

fill.....

To Cowbell

heavy distortion

switch to a phat synth sound

**B** STOMP & hit body of Instrument *sim.*

*fff*

*ff*

arco div.

27

Fl.

Ob.

Cl. *gliss.* *ff* *gliss.* *tr*

Bs.cl.

Bsn.

Hn. *tr*

Tpt. *ff* *tr*

Tbn. *tr*

Timp. dampen

Dr. fill.....

Perc. 1 Conga groove.....think Miami.....

Perc. 2 Shaker keep stomping on 3 if you can

Perc. 3 Cowbell To Mar.

Pno.

E. Gtr.

E. Bass

Synth.

Vln. 1 *gliss.* *ff* *gliss.* *tr* *mp*

Vln. 2 *mp* *gliss.*

Vla. *mp*

Vc. *mp* *gliss.*

Db.

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33

Fl.

Ob.

Cl.

Bs.cl.

Bsn.

Hn.

Tpt.

Tbn.

Timp.

Dr.

Perc. 1

Perc. 2

Perc. 3  
Marimba

Pno.  
*mf*

E. Gtr.

E. Bass

Synth.

Vln. 1

Vln. 2

Vla.

Vc.

Db.



38

Fl. *f*

Ob. *f*

Cl. *f*

Bs.cl.

Bsn. *f* *div* *ff*

Hn.

Tpt.

Tbn.

Timp.

Dr. **SOLO!.....fill.....** *ff*

Perc. 1

Perc. 2

Perc. 3

Pno. *ff*

E. Gtr. switch to 80's rock guitar sound

E. Bass

Synth. switch to bright tinny 80's synth *ff*

**D**

Vln. 1 *f* *ff*

Vln. 2 *f* *ff*

Vla. *f* *ff*

Vc. *f* *ff*

Db. *f* *pizz.*

44

Fl.

Ob.

Cl.

Bs.cl.

Bsn.

Hn.

Tpt.

Tbn.

Timp.

Dr.

Perc. 1

Perc. 2

Perc. 3

Pno.

E. Gtr.

E. Bass

Synth.

Vln. 1

Vln. 2

Vla.

Vc.

Db.

*SOLO FILL*  
Burlesque

.....use  
sounding mute

D F G tonality

play an embellished variation of this, ending on A

*SOLO FILL*  
C# F# D# tonality

*SOLO FILL*  
C# F# E G tonality

*SOLO*ish...but more groovy while others take their solo fills.....

.....fill.....

Kit starts 4 to the floor....add rhythms

*ff*

*arco div.*

*gliss.*

*f*

# E Percussion Jam

VAMP UNTIL IT FEELS DONE!

54

Fl.

Ob.

Cl.

Bs.cl.

Bsn.

Hn.

Tpt.

Tbn.

Layer in cowbell, shakers, congas/bongos, anything non-pitch... one at a time, then always evolving...getting more crazy...think Miami/Afro Cuban....ALWAYS FUN!

Timp.

Dr.

Perc. 1

Perc. 2

Perc. 3

Pno.

E. Gtr.

E. Bass

Synth.

E

Vln. 1

Vln. 2

Vla.

Vc.

Db.

**F**

58

Fl.

Ob.

Cl.

Bs.cl.

Bsn.

Hn.

Tpt.

Tbn.

Timp. retune to A2, B2, C3, C#3, D3

Dr.

Perc. 1

Perc. 2

Perc. 3

Pno.

E. Gtr.

E. Bass

Synth.

Glockenspiel

**F**

Vln. 1

Vln. 2

Vla.

Vc.

Db.

64

Fl.

Ob.

Cl.

Bs.cl.

Bsn.

Hn.

Tpt.

Tbn.

Timp.

Dr.

Perc. 1

Perc. 2

Perc. 3

Pno.

E. Gtr.

E. Bass

Synth.

Vln. 1

Vln. 2

Vla.

Vc.

Db.

legato

f

sounding 2 octaves higher

legato

solo

f

**G** Explosivo!

70

Fl.

Ob. *legato*

Cl. *f* *legato*

Bs.cl. *ff*

Bsn. *ff*

Hn. *ff*

Tpt. *ff*

Tbn. *ff*

Timp. *ff*

Dr. *ff* fill.....

Perc. 1 Congas and Bongos *ff* fill.....

Perc. 2 Tam-tam! *ff* l.v.

Perc. 3 *ff*

Pno. *f* *ff*

E. Gtr. *ff* choose your most powerful sound

E. Bass *ff*

Synth. *ff* choose your most powerful sound

**G**

Vln. 1 *ff* tutti

Vln. 2 *ff* tutti

Vla. *ff* tutti

Vc. *ff* tutti

Db. *ff* arco tutti

♩ = 165

**H** Straight-up  
CRAZY

75

Fl.

Ob.

Cl.

Bs.cl.

Bsn.

Hn.

Tpt.

Tbn.

Timp.

Dr.

Perc. 1

Perc. 2  
Glockenspiel

Perc. 3

Pno.

E. Gtr.

E. Bass

Synth.

Vln. 1

Vln. 2

Vla.

Vc.

Db.

fill.....

fill.....

fill.....

fill.....

ff

ff

yank bow  
off the string

gliss.

**H** ♩ = 165

81

Fl. *ff* slur as needed, but prefer tongued

Ob. *ff* slur as needed, but prefer tongued

Cl. *ff*

Bs.cl. *ff*

Bsn. *ff*

Hn.

Tpt.

Tbn. *ff*

Timp.

Dr. Hit drumsticks together in the air 8th-note groove just using various cymbals.....

Perc. 1

Perc. 2 Percussion bass drum

Perc. 3

Pno.

E. Gtr.

E. Bass

Synth.

Vln. 1

Vln. 2 *ff*

Vla.

Vc.

Db.



87

Fl. "huh!!!!"

Ob. "huh!!!!"

Cl. "huh!!!!"

Bs.cl. "huh!!!!"

Bsn. "huh!!!!"  
double-tongue if possible...otherwise just 8th notes

Hn. "huh!!!!"  
8vb if needed

Tpt. "huh!!!!"  
double-tongue if possible...otherwise just 8th notes

Tbn. "huh!!!!"

Timp. "huh!!!!"

Dr. "huh!!!!"  
go bananas...make a lot of noise  
fill.....  
no play - just yell

Perc. 1 "huh!!!!"  
Conga groove.....  
no play - just yell

Perc. 2 "huh!!!!"  
no play - just yell

Perc. 3 "huh!!!!"

Pno. "huh!!!!"

E. Gtr. "huh!!!!"

E. Bass "huh!!!!"  
slap bass something really fast, no sharps or flats

Synth. "huh!!!!"  
find a synth effect that is a smooth and steady climb in pitch.....it can be rhythmic if needed.....  
gliss.

Vln. 1 "huh!!!!"  
hit all the other strings as much as possible.....

Vln. 2 "huh!!!!"

Vla. "huh!!!!"

Vc. "huh!!!!"

Db. "huh!!!!"