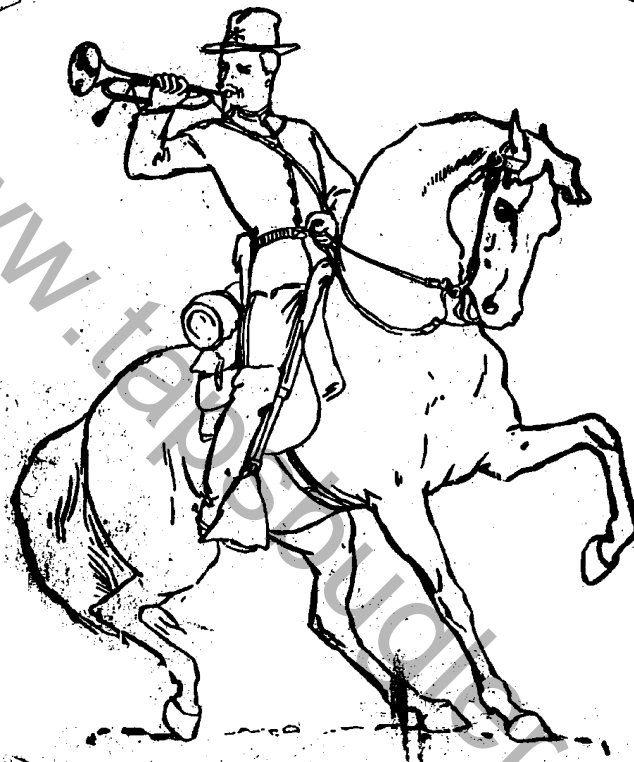


U. S. REGULATION

ARMY AND NAVY

INFANTRY
CAVALRY
ARTILLERY
NAVY



ALSO
DRUM AND
FIFE
SIGNALS

BUGLE CALLS

ELIAS HOWE COMPANY

8 BOSWORTH ST., BOSTON

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U. S. REGULATION

BUGLE CALLS

AS USED IN THE

NAVY, INFANTRY, CAVALRY
AND ARTILLERY

ALSO

DRUM AND FIFE SIGNALS

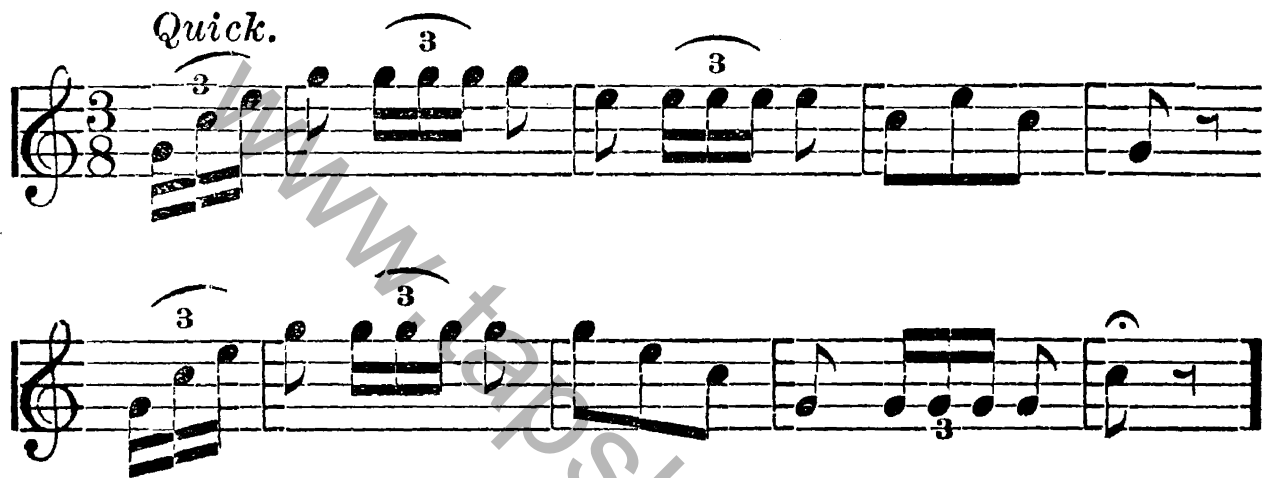


BOSTON :
ELIAS HOWE COMPANY

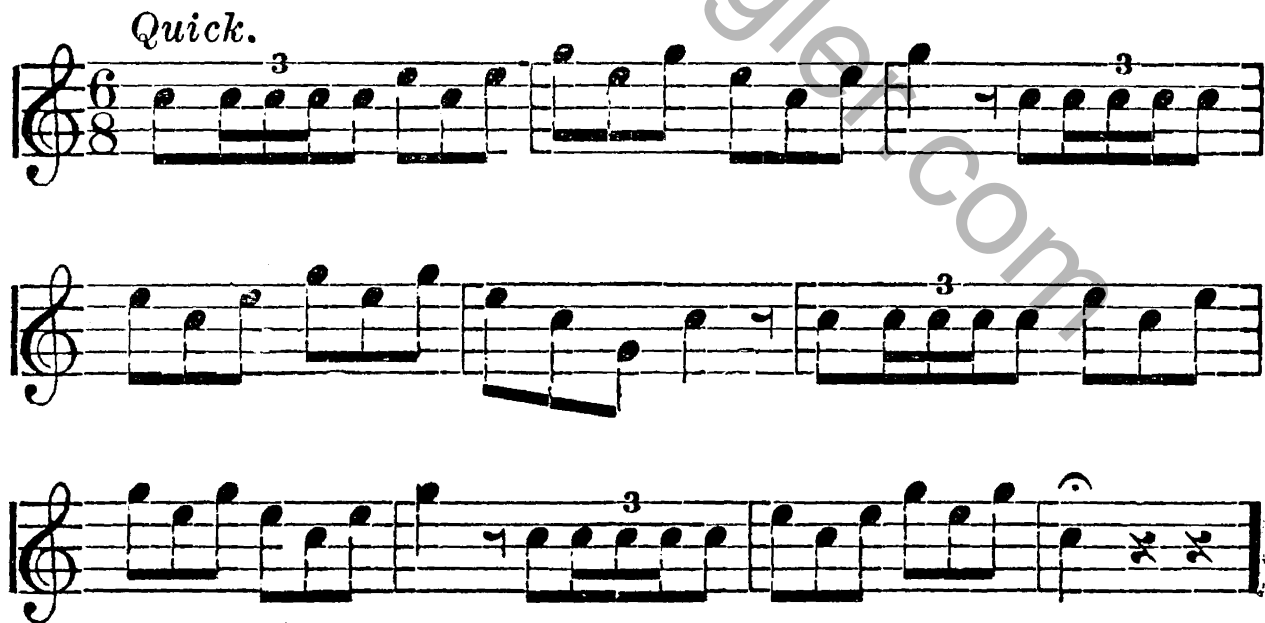
www.tapsbugler.com

BUGLE CALLS.

FIRST CALL.



GUARD MOUNTING.



BUGLE CALLS.

FULL DRESS.



OVERCOATS.



DRILL.



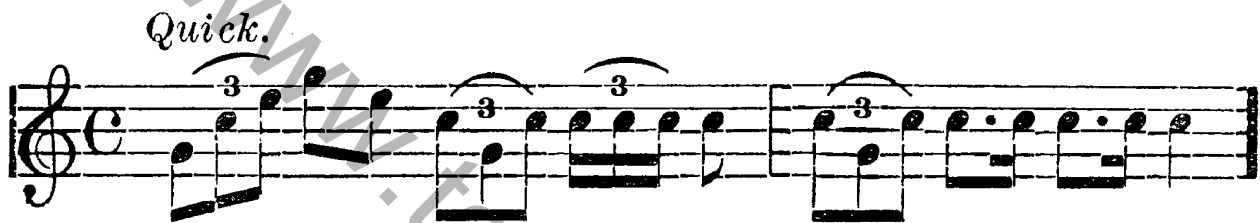
STABLE.



WATER.



BOOTS AND SADDLES.



ASSEMBLY.



ADJUTANT'S CALL.



BUGLE CALLS.

REVEILLE.

Quick.*End.**D.C.*

RETREAT.

Moderato.

BUGLE CALLS.

7

RETREAT. *Concluded.*



FIRE.



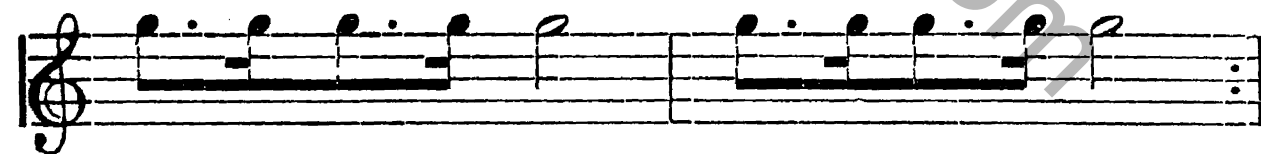
Repeat at will.



TO ARMS.



Repeat at will.



TO HORSE.



BUGLE CALLS.

9

TATTOO.

Quick.

The musical score is arranged in three systems, each containing three staves. The first system begins with the tempo marking "Quick." and a common time signature (C). The notation consists of eighth and sixteenth notes, with some measures featuring a cross symbol (X) indicating a rest or a specific rhythmic pattern. The second system continues the melody with similar note values and rests. The third system concludes the piece with a final measure that includes a cross symbol and a double bar line. A large, diagonal watermark "www.tapster.com" is visible across the middle of the page.

TATTOO. *Continued.*

This musical score is for the 'Tattoo' bugle call, continued from the previous page. It is written for three staves, each with a treble clef. The key signature has one sharp (F#), and the time signature is 2/4. The melody is characterized by a series of eighth and sixteenth notes, creating a rhythmic pattern typical of bugle calls. The score is divided into two systems of three staves each. A large, diagonal watermark reading 'www.tapsbugle.com' is overlaid across the center of the page.

TATTOO. *Concluded.*

The musical score is arranged in three systems, each containing three staves. The first system begins with two triplets of eighth notes on the first two staves, followed by a half note on the third staff. The second system continues the melody with eighth and sixteenth notes across all three staves. The third system concludes the piece with a final melodic phrase, featuring a half note on the first staff and a half note on the second staff, with the third staff providing a supporting bass line. A large, diagonal watermark reading 'www.tapsbulletin.com' is overlaid across the center of the page.

TAPS.



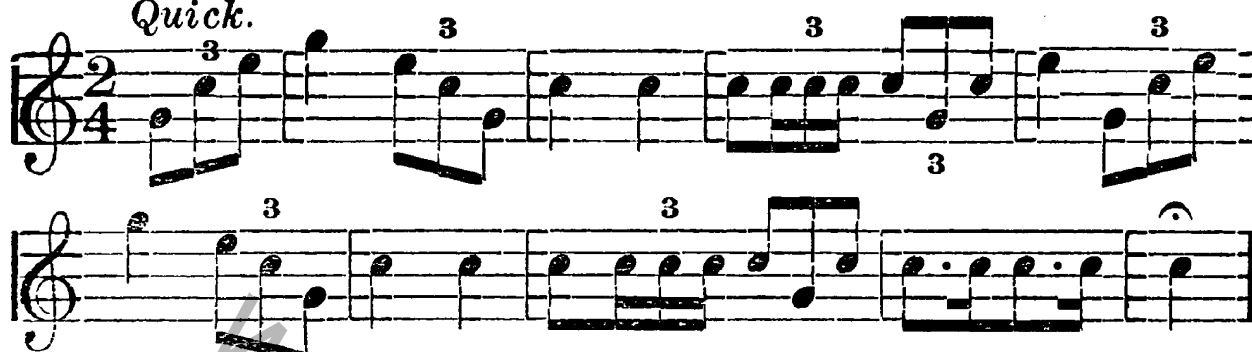
MESS.



CHURCH.



SICK.

Quick.

RECALL.

Moderato.

ISSUE.

Allegro.

OFFICER'S CALL,

Quick.

CAPTAIN'S CALL.



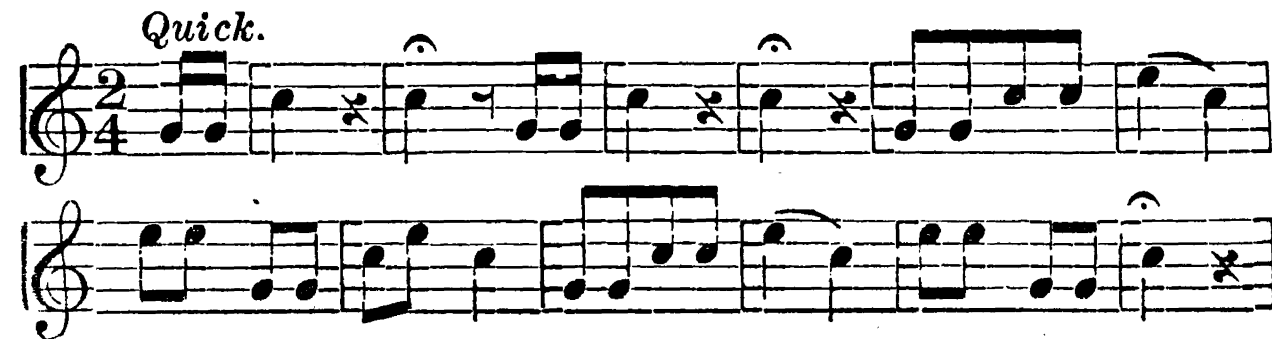
FIRST SERGEANT'S CALL.



FATIGUE.



SCHOOL.



Quick.

THE GENERAL.



CALL TO QUARTERS.

Slow.

INFANTRY BUGLE CALLS.

WARNING CALLS.

First call, guard mounting, full dress overcoats, drill, stable, water and boots and saddles; they precede the assembly by such interval as may be prescribed by the commanding officer.

Mess, church, and fatigue, classed as service calls, may also be used as warning calls.

First call is the first signal for formation for roll call and for all ceremonies except guard mounting.

Guard mounting is the first signal for guard mounting.

The field music assemble at first call and guard mounting.

In a mixed command, boots and saddles is the signal to mounted troops that their formation is to be mounted; for mounted guard mounting or mounted drill it immediately follows the signal guard mounting or drill.

When full dress or overcoats are to be worn, the full dress or overcoat call immediately follows first call, guard mounting or boots and saddles.

FORMATION CALLS.

Assembly: the signal for the companies or details to form on their company parade grounds.

Adjutant's call: the signal for the companies or guard details to assemble on the camp or garrison parade ground; it follows the assembly at such interval as may be prescribed by the commanding officer.

ALARM CALLS.

Fire call: the signal for the men to fall in, without arms, to extinguish fire.

To arms: the signal for the men to fall in, under arms, on their company parade grounds as quickly as possible.

To horse: the signal for mounted men to proceed under arms to their horses, saddle, mount, and assemble at a designated place as quickly as possible.

SERVICE CALLS.

Taps, mess, sick, church, recall, issue, officer's, first sergeant's, fatigue, school, and the general.

The *general* is the signal for striking tents and loading wagons preparatory to marching.

Reveille and *tattoo* precede the *assembly* for roll call; *retreat* follows the *assembly*, the interval between being only that required for formation and roll call, except when there is parade,

Assembly, reveille, retreat, adjutant's call, to the color, the flourishes, ruffles, and the marches are sounded by all the field music united; the other calls, as a rule, are sounded by the trumpeter of the guard or orderly trumpeter; he may also sound the *assembly* when the trumpeters are not united,

The morning gun is fired at the first note of *reveille*, or, if marches be played before *reveille*, it is fired at the commencement of the first march,

The evening gun is fired at the last note of *retreat*.

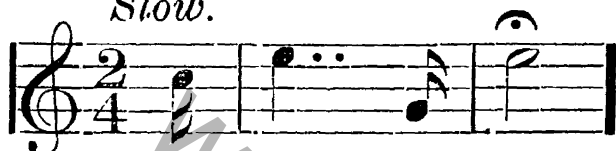
The drill signals include both the preparatory commands and the commands of execution; the last note is the command of execution,

When a command is given by the trumpet, the chiefs of subdivisions give the proper commands orally,

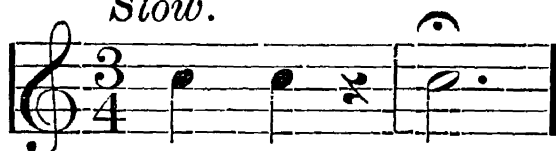
The memorizing of these signals will be facilitated by observing that all movements to the right are on the ascending chord, that the corresponding movements to the left are corresponding signals on the descending chord; and that the changes of gait are all upon the same note.

INFANTRY DRILL SIGNALS.

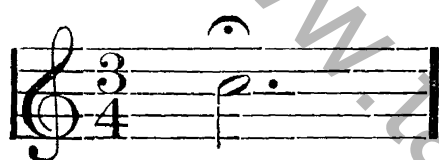
ATTENTION.

Slow.

FORWARD.

Slow.

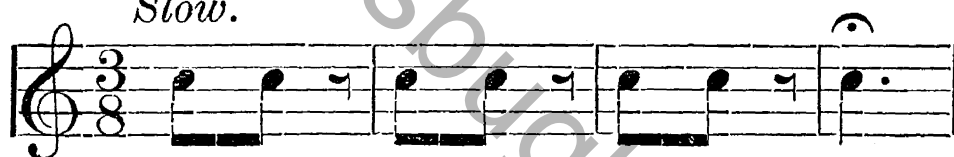
HALT.



QUICK TIME.

Slow.

DOUBLE TIME.

Slow.

CHARGE.

Quick.*Repeat at will.*

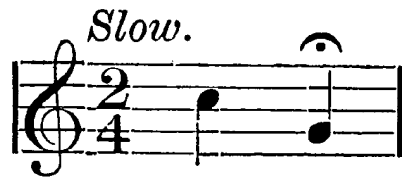
ROUTE STEP.



GUIDE RIGHT.



GUIDE LEFT.



GUIDE CENTER.



FOURS RIGHT. BY THE RIGHT FLANK. MARCH.

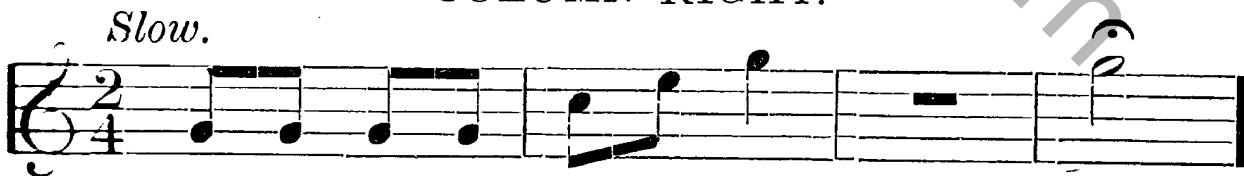


FOURS LEFT.

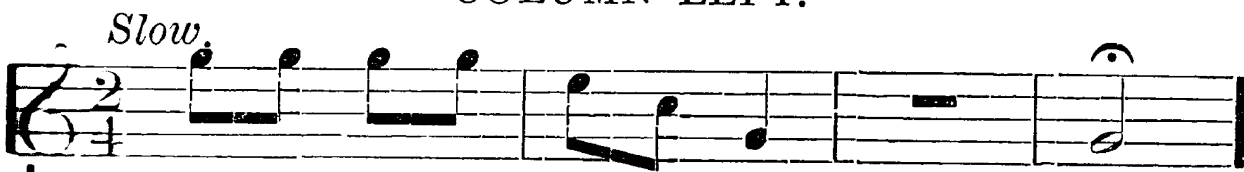
BY THE LEFT FLANK. MARCH.



COLUMN RIGHT.

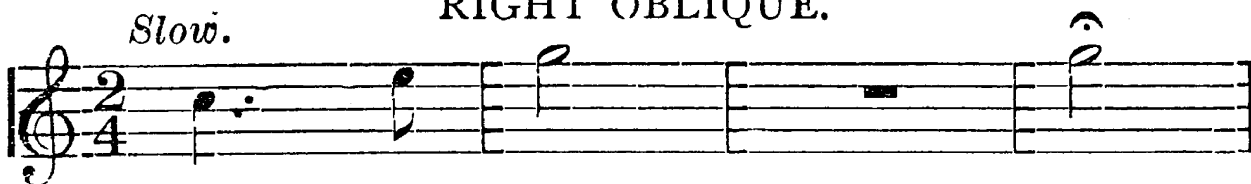


COLUMN LEFT.

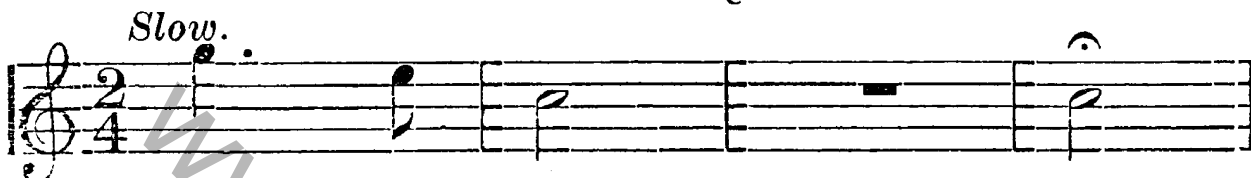


Slow.

RIGHT OBLIQUE.



LEFT OBLIQUE.

Slow.

RIGHT FRONT INTO LINE.

Moderato.

LEFT FRONT INTO LINE,

Moderato.

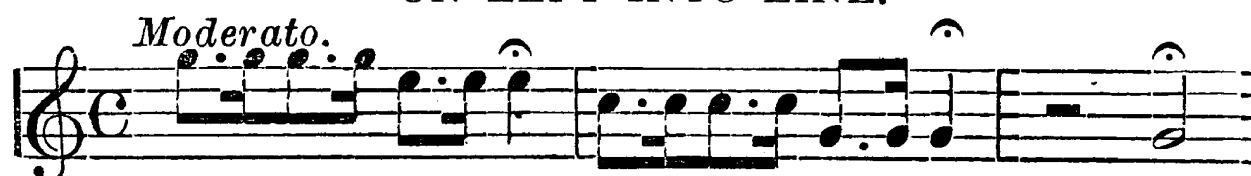
FACE TO THE REAR.

Slow.

ON RIGHT INTO LINE.

Moderato.

ON LEFT INTO LINE.

Moderato.

COMPANY RIGHT TURN.



COMPANY LEFT TURN.



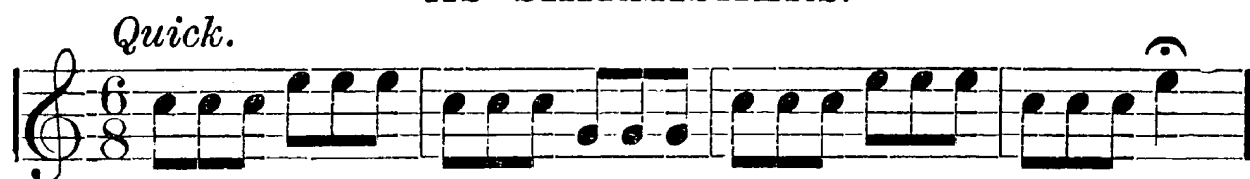
COMMENCE FIRING.



CEASE FIRING.



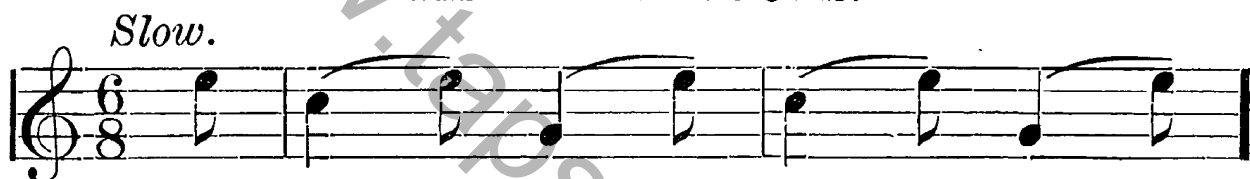
AS SKIRMISHERS.



TO THE REAR.



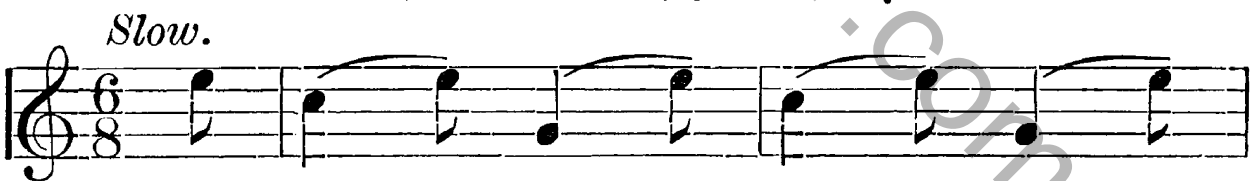
RALLY BY FOURS.



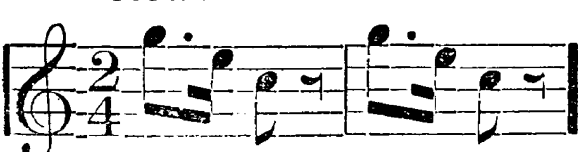
RALLY BY SECTIONS.



RALLY BY COMPANY.



LIE DOWN

Slow.

RISE.

Slow.

CAVALRY CALLS.

WARNING CALLS.

First call, guard mounting, full dress, overcoats, drill, stable, water, and boots and saddles; they precede the assembly by such interval as may be prescribed by the commanding officer.

In camp, where the men are near their horses, and known to be present, the assembly may be sounded immediately after *boots and saddles*, in which case the men immediately proceed to the horses and saddle.

Mess, church, and fatigue, classed as *service calls*, may also be used as warning calls.

First call is the first signal for formation on foot only; it does not precede, and is not used in connection with other warning calls, except *full dress* and *overcoats*.

Guard mounting is the first signal for guard mounting.

Boots and saddles is the signal for mounted formations; for mounted guard mounting or mounted drills, it immediately follows the signal *guard mounting* or *drill*.

The trumpeters assemble at *first call, guard mounting, and boots and saddles*.

When full dress or overcoats are to be worn, the *full dress* or *overcoats* call immediately follows *first call, guard mounting, or boots and saddles*.

Call to quarters; the signal for the men to repair to their quarters,

FORMATION CALLS.

Assembly; the signal for the troops or details to fall in,

Adjutant's call; the signal for the troops to form squadron; also for the guard details to form on the camp or garrison parade ground for guard mounting, it follows the *assembly* by such interval as may be prescribed by the commanding officer,

To the standard; the signal for the squadrons to form regiment; it is also sounded when the standard salutes,

BUGLE CALLS.

ALARM CALLS.

Fire call; the signal for the men to fall in without arms to extinguish fire,

To arms; the signal for the men to fall in under arms, dismounted, on their troop parade grounds as quickly as possible.

To horse; the signal for the men to proceed under arms, to their horses, saddle, mount, and assemble at a designated place as quickly as possible; in extended order, this signal is used to remount the troops.

SERVICE CALLS.

Taps, mess, sick, church, recall, issue, officers', captain's, first sergeant's, fatigue, school and the general.

The general is the signal for striking tents and loading wagons preparatory to marching,

Reveille and *tattoo* precede the assembly for roll call; the *retreat* follows the *assembly*, the interval being only that required for formation and roll call, except when there is parade,

Taps is the signal for extinguishing lights: it is usually preceded by *call to quarters* by such interval as the commanding officer may direct,

Assembly, reveille, retreat, adjutant's call, to the standard, the flourishes, and the marches are sounded by all the trumpeters united; the other calls, as a rule, are sounded by the trumpeter of the guard or orderly trumpeter; he may also sound the *assembly* when the trumpeters are not united,

BUGLE CALLS.

The morning gun is fired at the first note of *reveille*; or, if marches are played before *reveille*, it is fired at the commencement of the first march,

The evening gun is fired at the last note of *retreat*,

DRILL SIGNALS.

The drill signals include both the preparatory commands and the commands of execution; the last note is the command of execution; the movement begins the instant the signal for

execution terminates.

When a command is given by trumpet, the chiefs of sub-divisions give the proper commands orally.

The memorizing of these signals will be facilitated by observing that all movements to the right are on the ascending chord, that the corresponding movements to the left are corresponding signals on the descending chord; and that changes of gait are all upon the same note.

It will be observed that *captain's* (or *troop commander's*) call is the first two bars of *officer's call* with the *attention* added.

Form rank and *posts* are the same.

The signals for the *turn and halt* are preceded by the signal *platoons, troops, or squadrons*, according to the unit or units that execute the movement.

The signal *right* (or *left*) *turn*, corresponds to the signal for the *turn and halt*, but with the signals *forward, march*, instead of the signal *march*, added, and except for simultaneous movements, the signal for the unit does not precede the preliminary signal.

In sounding the signals for simultaneous movements, the signal *platoons, troops, or squadrons* precedes the preliminary signal for the movement; e. g., 1. *Troops*, 2. *Right front into line*, 3. MARCH, the signal *troops* would be sounded, and then followed by the signal *right front into line*, MARCH; 1. *Platoons right*, 2. MARCH.

Fours right and *by the right flank* are the same; in extended order at this signal, troopers deployed as skirmishers or foragers move individually by the right flank; and organizations or sub-divisions in close order move in column of fours to the right.

The same applies to the signal *fours left* and *by the left flank*.

To the rear corresponds to *faced to the rear*, but has the signal *forward, march*, instead of the signal *march*.

The signals are sounded in the same order as the commands are prescribed in the text.

CAVALRY DRILL SIGNALS.

ATTENTION.



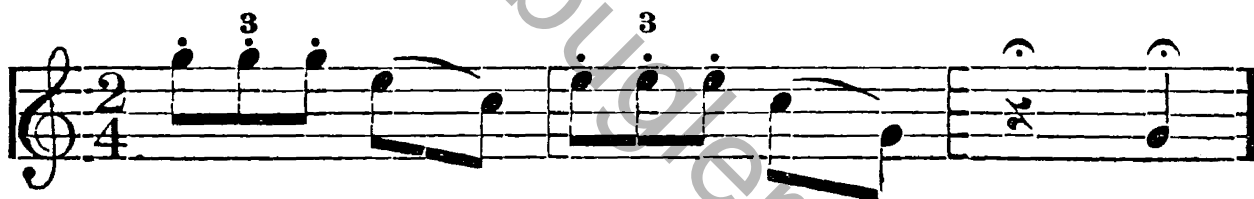
PREPARE TO MOUNT.

MOUNT.

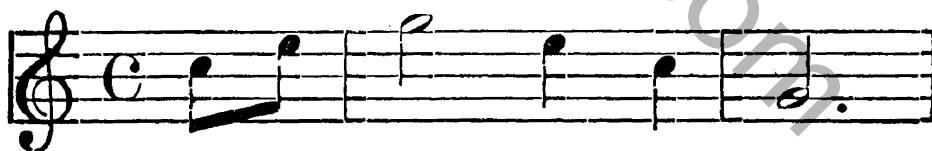


PREPARE TO DISMOUNT.

DISMOUNT.



FORM RANK or POSTS.



FORWARD.

MARCH.

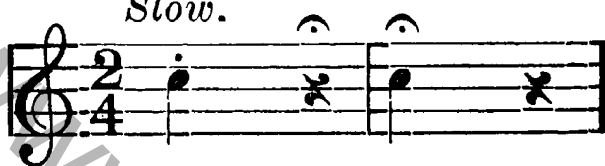
Slow.

HALT.



WALK.

MARCH.

Slow.

TROT.

MARCH.

Quick.

GALLOP.

MARCH.

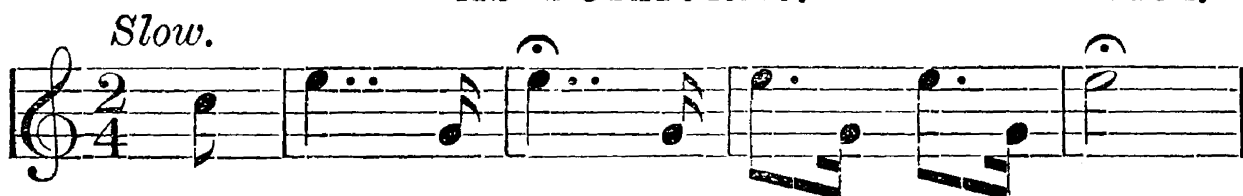


CHARGE.

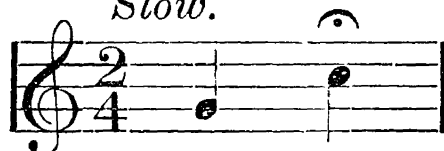
Quick.*Repeat at will.*

AS FORAGERS.

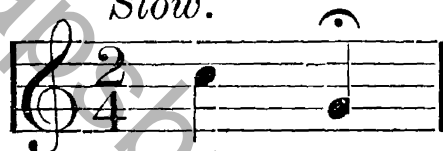
MARCH.



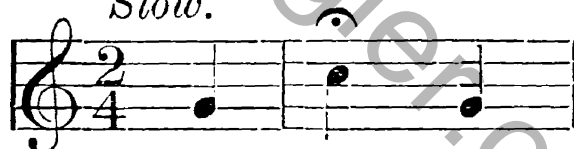
GUIDE RIGHT.

Slow.

GUIDE LEFT.

Slow.

GUIDE CENTER.

Slow.

FOURS RIGHT.

Slow.

BY THE RIGHT FLANK. MARCH.

Moderato.

FOURS LEFT.

Slow.

BY THE LEFT FLANK. MARCH.

Moderato.

FOURS RIGHT ABOUT, MARCH,



FOURS LEFT ABOUT, MARCH.



COLUMN RIGHT.

MARCH,



COLUMN LEFT.

MARCH,



PLATOONS,



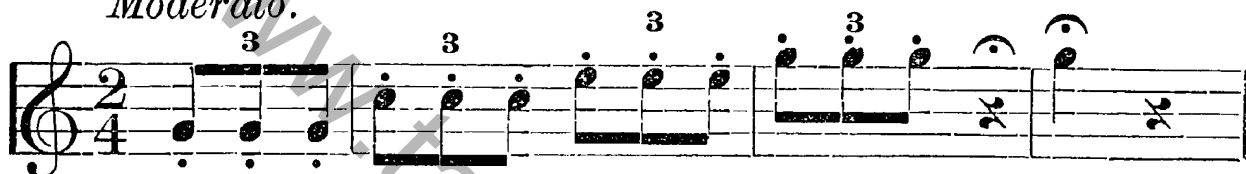
TROOPS,



SQUADRONS.

Moderato.

TURN TO THE RIGHT AND HALT. MARCH.

Moderato.

TURN TO THE LEFT AND HALT. MARCH.

Moderato.

RIGHT TURN.

MARCH.

Moderato.

LEFT TURN.

MARCH.

Moderato.

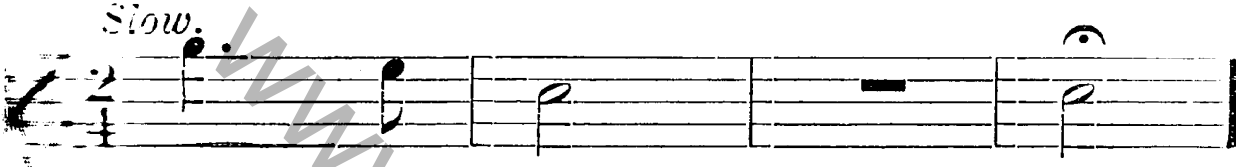
RIGHT OBLIQUE.

MARCH.

Slow.

LEFT OBLIQUE.

MARCH

Slow.

RIGHT FRONT INTO LINE.

MARCH.

Moderato.

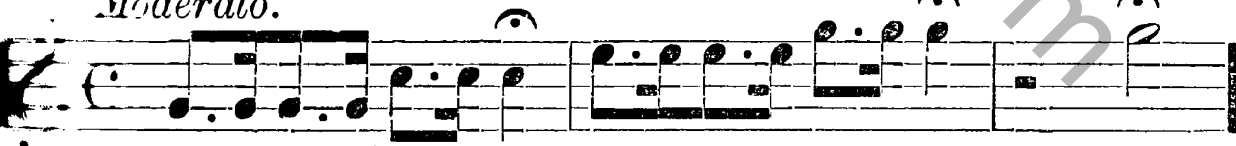
LEFT FRONT INTO LINE.

MARCH.

Moderato.

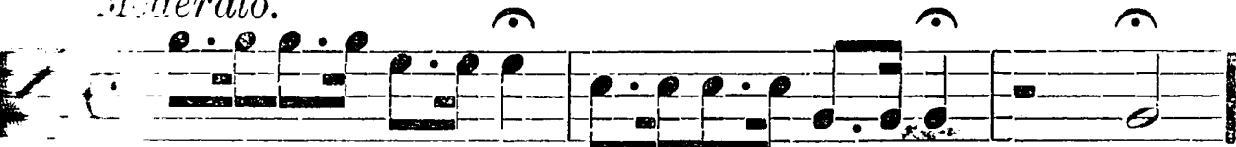
ON RIGHT INTO LINE.

MARCH.

Moderato.

ON LEFT INTO LINE.

MARCH.

Moderato.

GUIDONS OUT, or GUIDES.

Moderato.

FACE TO THE REAR. MARCH,

Slow.

TO THE REAR. MARCH.

Slow.

LINE OF PLATOONS, MARCH,

Quick.

LINE OF SQUADS. MARCH,

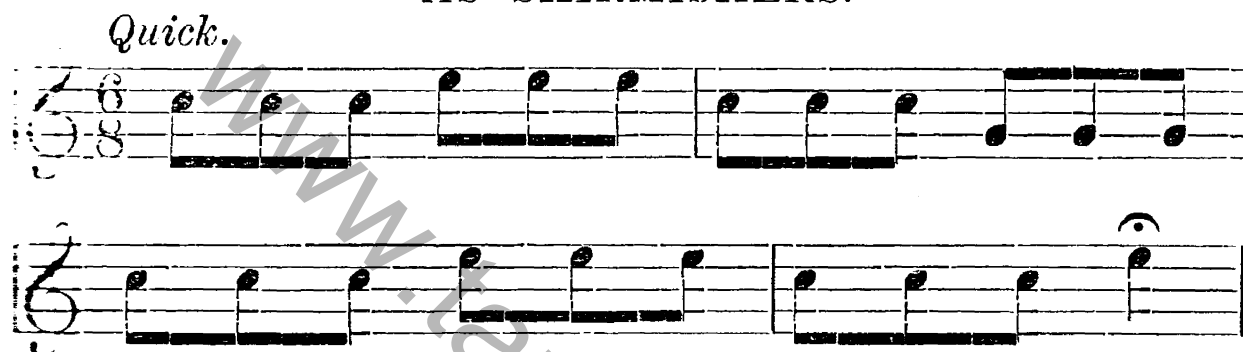
Quick.

LINE OF FOURS.

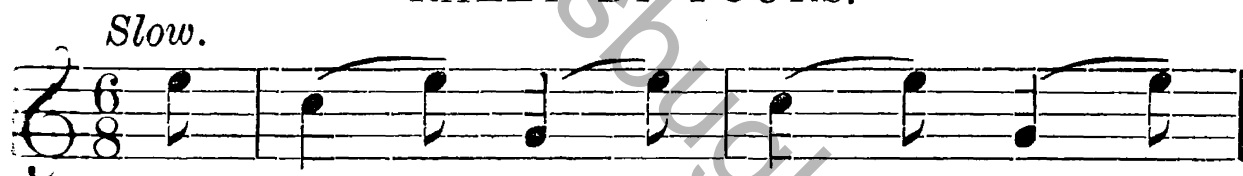
MARCH.



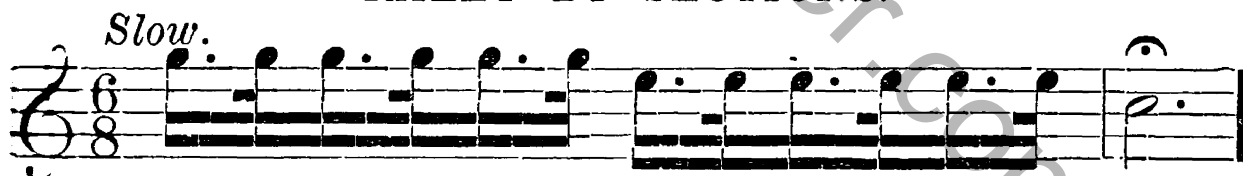
AS SKIRMISHERS.



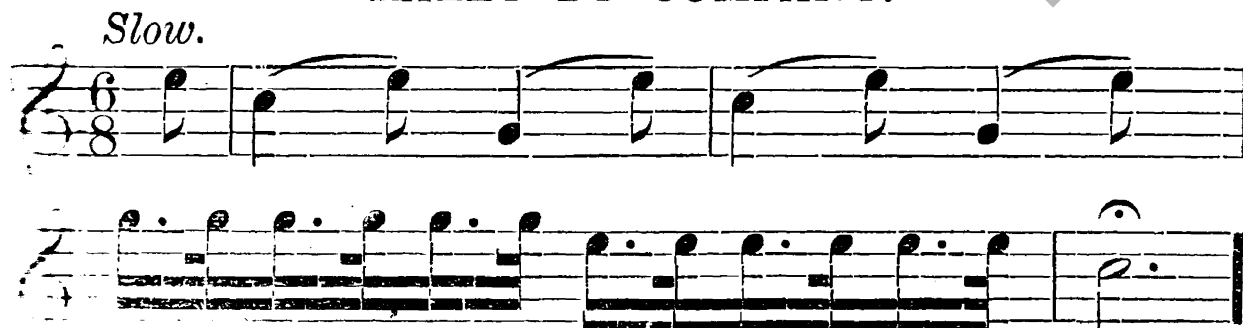
RALLY BY FOURS.



RALLY BY SECTIONS.



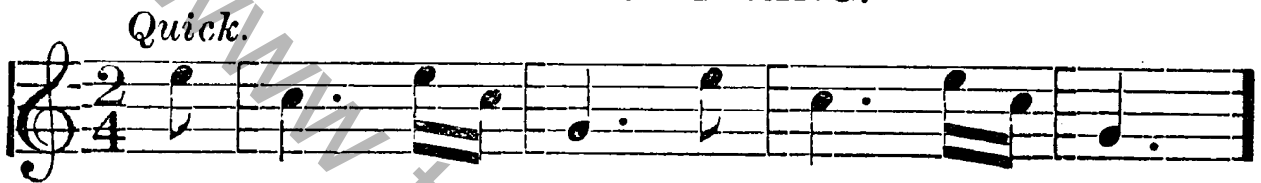
RALLY BY COMPANY.



TO FIGHT ON FOOT,



COMMENCE FIRING.



CEASE FIRING.



LIE DOWN.



RISE.



ARTILLERY CALLS.

WARNING CALLS.

First call, guard mounting, full dress, overcoats, drill, stable, water, and boots and saddles ; they precede the assembly by such interval as may be prescribed by the commanding officer.

Mess, church, and fatigue, classed as *service calls*, may also be used as warning calls.

First call is the first signal for formation for roll call on foot.

Guard mounting, is the first signal for guard mounting.

Drill call, is the first for drill dismounted.

Boots and saddles is the signal for mounted formations; for mounted guard mounting or mounted drill, it immediately follows the signal *guard mounting* or *drill*.

The trumpeters assemble at *first call, guard mounting, and boots and saddles*.

When full dress or overcoats are to be worn, the *full dress* or *overcoat call* immediately follows *first call, guard mounting, or boots and saddles*.

FORMATION CALLS.

Assembly : The signal for the batteries or details to form on their battery parade grounds.

When the drivers are near their horses, and the men are known to be present, the *assembly* may be omitted after *boots and saddles*, at the discretion of the commanding officer, in which case the drivers immediately proceed to their horses and harness without further command; the cannoneers proceed to their guns.

Adjutant's call : The signal for the batteries or guard details to assemble on the camp or garrison parade ground; it follows the *assembly* at such interval as may be prescribed by the commanding officer.

ALARM CALLS.

Fire call : The signal for the men to fall in, without arms, to extinguish fire.

To arms or to horse : The signal for preparing the battery

for action, or for the march, with the least practicable delay.

SERVICE CALLS.

Taps, mess, sick, church, recall, issue, officer's, captain's, first sergeant's, fatigue, school, and the general.

The general is the signal for striking tents and loading wagons preparatory to marching.

Reveille and *tattoo* precede the *assembly* for roll call; *retreat* follows the *assembly*, the interval between being only that required for formation and roll call, except when there is parade.

Assembly, reveille, retreat, adjutant's call, to the color, the flourishes, and the marches are sounded by all the trumpeters united; the other calls, as a rule, are sounded by the trumpeter of the guard or orderly trumpeter; he may also sound the *assembly* when the trumpeters are not united.

The morning gun is fired at the first note of *reveille*, or, if marches be played before *reveille*, it is fired at the commencement of the first march.

The evening gun is fired at the last note of *retreat*.

The drill signals include both the preparatory commands and the commands of execution; the last note is the command of execution.

The drill signals are taught in succession, a few at a time, until all the officers and men are thoroughly familiar with them, some drills being specially devoted to this purpose.

When a command is given by the trumpet, the chiefs of subdivisions give the proper commands orally. In the evolutions of large bodies of troops, the subordinate commanders cause their trumpeters to repeat the signals of the chief trumpeter, who accompanies the commanding officer.

The memorizing of these signals will be facilitated by observing that all movements to the right are on the ascending chord, that the corresponding movements to the left are corresponding signals on the descending chord, and that the changes of gait are all upon the same note.

ARTILLERY DRILL SIGNALS.

ATTENTION.



DRIVERS PREPARE TO MOUNT. MOUNT.



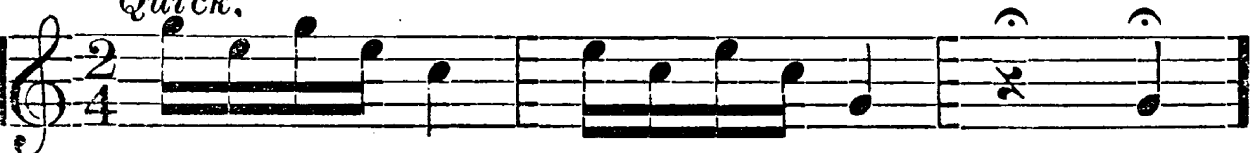
DRIVERS PREPARE TO DISMOUNT. DISMOUNT.



CANNONEERS PREPARE TO MOUNT. MOUNT.

Quick.

CANNONEERS PREPARE TO DISMOUNT, DISMOUNT.

Quick.

BUGLE CALLS.

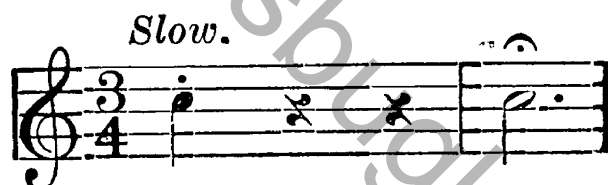
FORWARD. MARCH.
or LIMBER. FRONT.



HALT.



WALK. MARCH.



TROT.

MARCH.

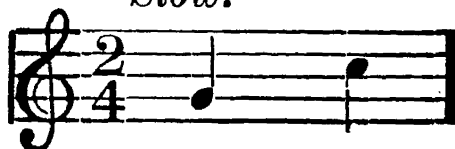


GALLOP.

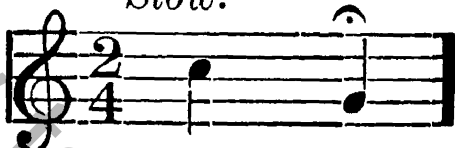

MARCH.



GUIDE RIGHT.

Slow. 

GUIDE LEFT.

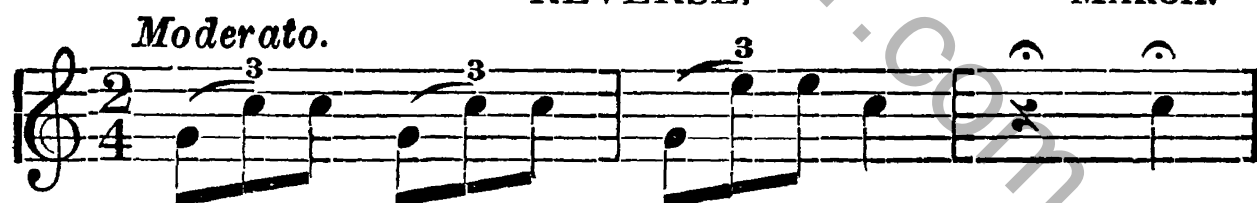
Slow. 

GUIDE CENTER.

Slow. 

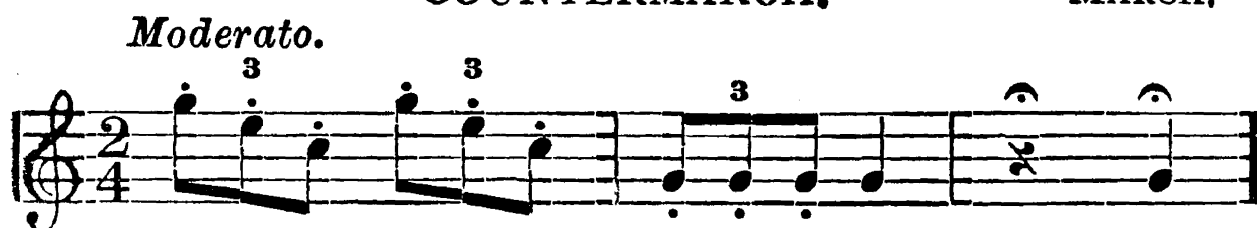
REVERSE.

MARCH.



COUNTERMARCH.

MARCH.



RIGHT ABOUT.

MARCH.



LEFT ABOUT.

MARCH.



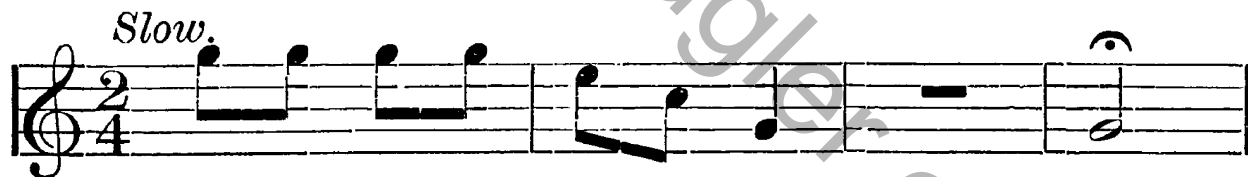
COLUMN RIGHT.

MARCH.



COLUMN LEFT.

MARCH.



BY THE RIGHT FLANK.

MARCH.



BY THE LEFT FLANK.

MARCH.



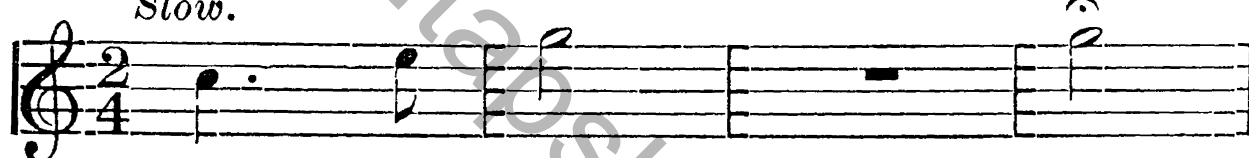
PLATOONS RIGHT WHEEL. MARCH,
Moderato.



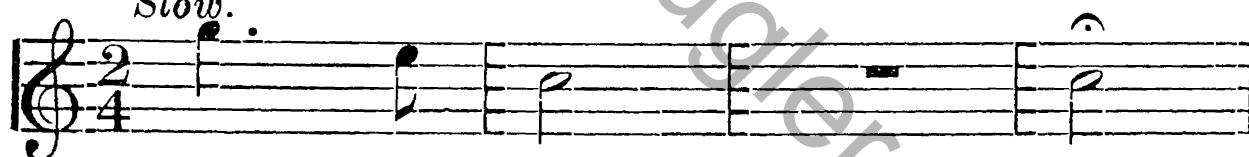
PLATOONS LEFT WHEEL. MARCH,
Moderato.



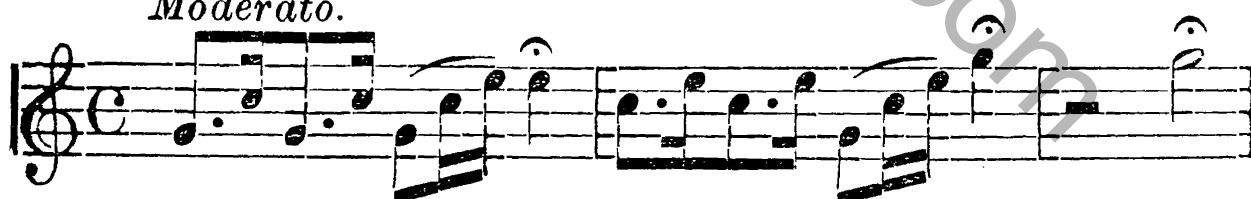
RIGHT OBLIQUE. MARCH,
Slow.



LEFT OBLIQUE. MARCH,
Slow.



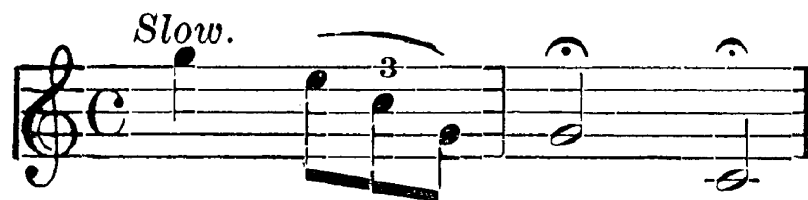
RIGHT FRONT INTO LINE. MARCH,
Moderato.



LEFT FRONT INTO LINE, MARCH.
Moderato.



FACE TO THE REAR. MARCH,



ON RIGHT INTO LINE. MARCH.



ON LEFT INTO LINE. MARCH,



BATTERY RIGHT WHEEL.



BATTERY LEFT WHEEL.



MARCH.



IN BATTERY.

MARCH.



COMMENCE FIRING.



CEASE FIRING.



MISCELLANEOUS BUGLE CALLS.

PRESIDENT'S MARCH.

Quick time.

FLOURISHES FOR REVIEW,

Quick.

GENERAL'S MARCH.

Quick time.

SOUND OFF

Quick.

TO THE COLOR,

Quick time.

ROGUE'S MARCH.

Quick time.

FUNERAL MARCH.

Very slow.

The musical score is written for three staves in C major, 4/4 time. The tempo is marked 'Very slow.' The first three staves begin with a forte (*f*) dynamic. The melody is characterized by dotted rhythms and a somber, descending line. The fourth staff continues the melody, and the fifth staff introduces a new melodic line. The sixth staff features a repeat sign and the instruction 'Repeat at will,'. The final three staves conclude the piece with a piano (*p*) dynamic, featuring a final melodic phrase and a sustained bass note.

f

f

f

Repeat at will,

p

p

p

QUICKSTEP, No. 1.

Quick.

End.

End.

End.

QUICKSTEP. No. 2.



QUICKSTEP, No. 3.



QUICKSTEP, No. 4,



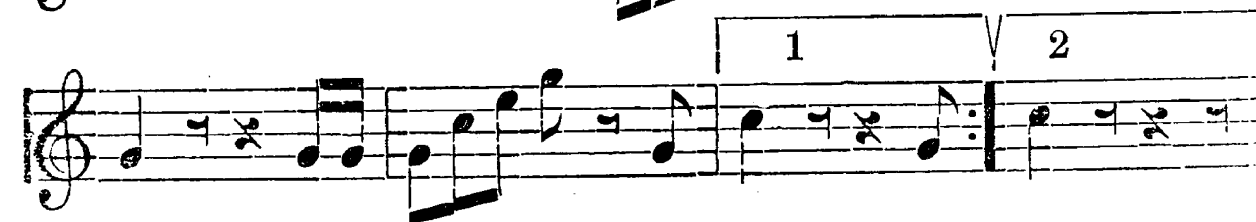
QUICKSTEP, No, 5,



QUICKSTEP. No. 6.



QUICKSTEP. No. 7.

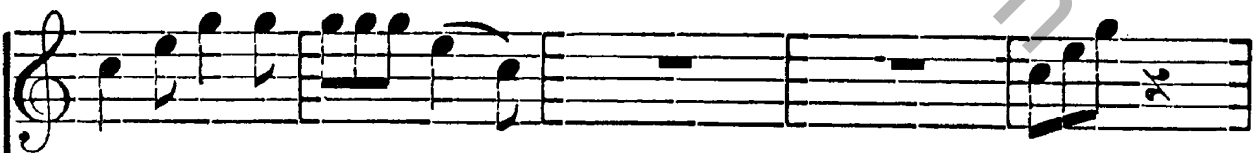
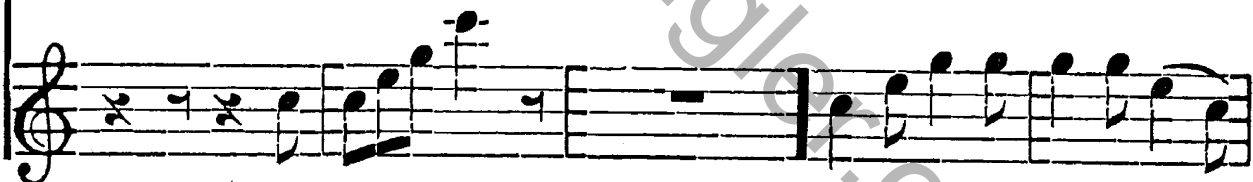


QUICKSTEP. No. 8.

F Trumpet.



C Crook.



QUICKSTEP. No. 8. *Concluded.*

Second time. End.

Second time: *Ena.*

Da Capo.

QUICKSTEP, No. 9.

F Trumpet.

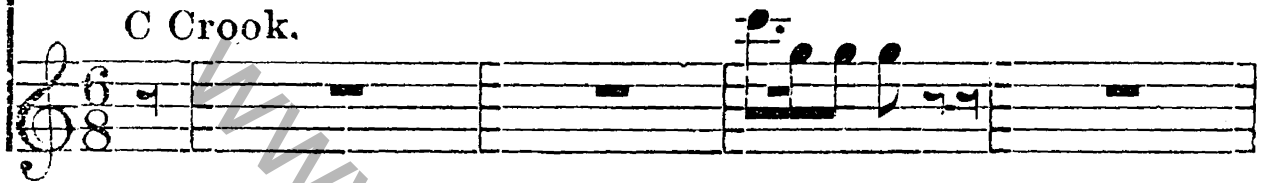
C Crook,

End.

QUICKSTEP, No 9. *Concluded.*

Da Capo.

QUICKSTEP. No. 10.


Quick. F Trumpet.*C Crook.**End.**D.C.*


DRUM AND FIFE SIGNALS.

The *assembly*, repeated several times, is the *fire alarm*.

The *long roll* is the signal to arms.

t, indicates tap; f, flam; d drag; r, roll. The figures under the rolls indicate the number of strokes to each roll.


Continuous roll, 

Drum, 80= THE GENERAL.

t d t t t t r

t r t r t r t D.C.

4 4 4



Drum, 80= THE ASSEMBLY.

f f f f r f f f f

f f f f f f r f f f f f f D.C.

4 4



Drum, 80= RECALL,

r d t d t t t

r t t d t t t

4 4



Fife.

TO THE COLOR.

80 = 1

The musical notation for 'TO THE COLOR' consists of two systems. The first system has a Fife part (treble clef, 3/8 time, key of D) and a Drum part (treble clef, 3/8 time). The Fife part starts with a sharp sign and a tempo marking '80 = 1'. The Drum part has a 'f' (forte) dynamic. The second system continues the Fife and Drum parts. The Fife part has a 'f' dynamic. The Drum part has a 'f' dynamic. The notation includes various rhythmic values and rests.

THE LONG ROLL, or TO ARMS.

The musical notation for 'THE LONG ROLL, or TO ARMS' is a single staff in treble clef, 2/4 time, key of D. It consists of four measures, each containing a half note. The notes are D4, E4, F#4, and G4. Above each measure is a 'r' (rhythm) marking.

FIRST SERGEANT'S CALL,

The musical notation for 'FIRST SERGEANT'S CALL' is a single staff in treble clef, 2/4 time, key of D. It consists of five measures. The first measure contains a half note D4. The second measure contains a half note E4. The third measure contains a half note F#4. The fourth measure contains a half note G4. The fifth measure contains a half note A4. Above the first measure is a 'r' (rhythm) marking. Above the second, third, fourth, and fifth measures are 't' (tutti) markings. To the right of the staff is the text '3 times over.'

CEASE FIRING.

The musical notation for 'CEASE FIRING' is a single staff in treble clef, 2/4 time, key of D. It consists of five measures, each containing a half note. The notes are D4, E4, F#4, G4, and A4. Above each measure is a 'r' (rhythm) marking.

Fife. REVEILLE.

140 =

Drum. t r r r r r t r

7 7 8 7 7 8

r r r r r r r r r

7 7 7 3 7 7 7 3 7 7

r r r r r r r r r

7 3 7 7 7 3 7 7 7 7

r r r r t

7 7 7 7

REVEILLE, *Continued.*

60 = *Slow Scotch.*

60 = *Slow Scotch.*

r r r r t &c.

120 = *Austrian.*

120 = *Austrian.*

d d d d d d d d

d d d d &c. r t

140 = *Hessian.*

140 = *Hessian.*

Double drag,

d d d d d d d d

REVEILLE. *Concluded.*

Drum. r t

60 = *Dutch.*

Drum.

160 = *Quick Scotch.**D.C. the first part of the Reveille.*

TROOP.

Fife. \hat{w}^2 \hat{w}^2 \hat{w}^2 \hat{w}^2 \hat{w}^2

Drum. r r \hat{r} &c,

80 = ♩

r t t f t t f d t r &c.

FIRST CALL.

90 = ♩

r f f r f f r f f


r f f r f f r f f

r f f r f f r t r t

RETREAT.

Fife. w° w° w° w° w°

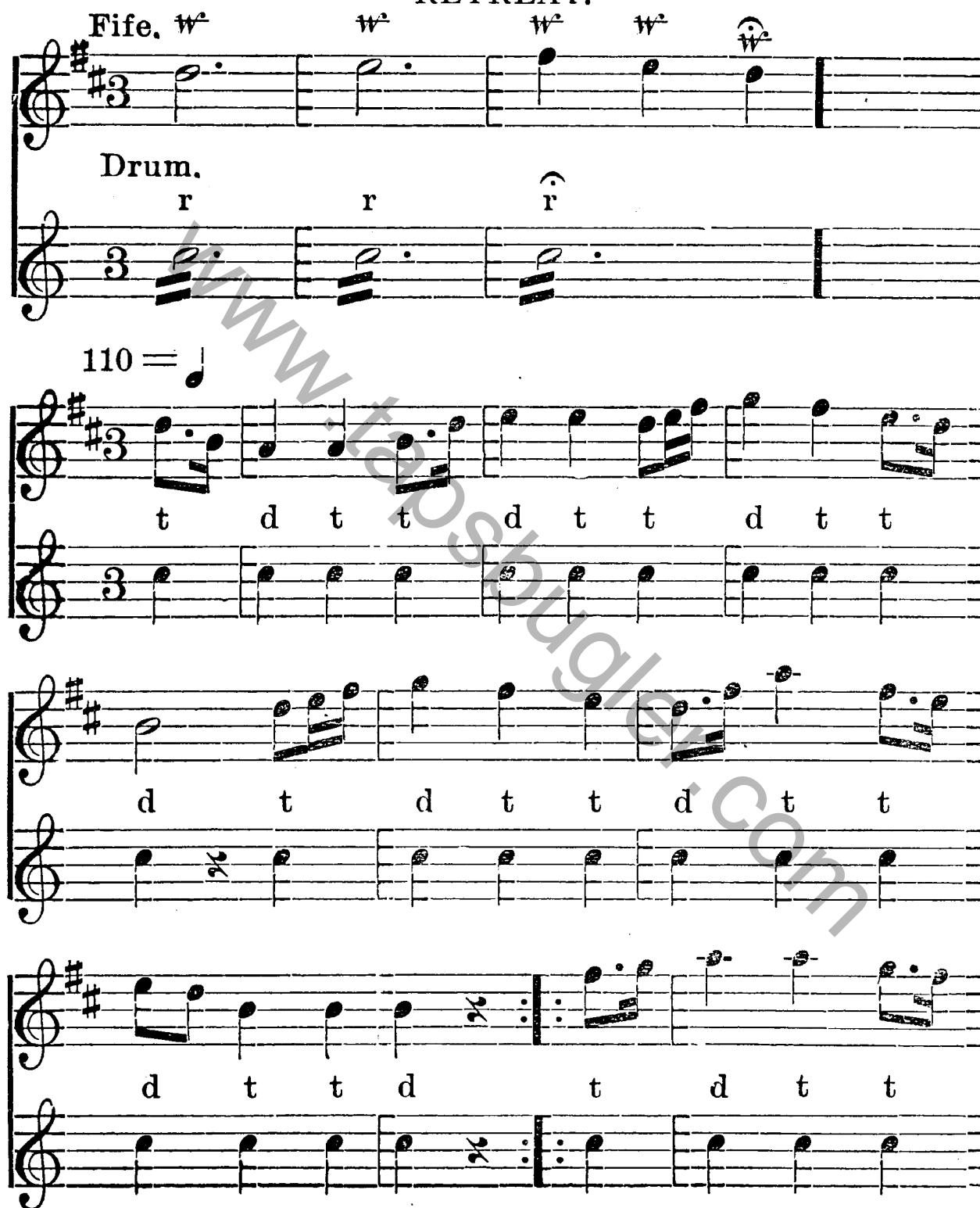
Drum. r r r

110 = 

t d t t d t t d t t

d t d t t d t t

d t t d t d t t



RETREAT, *Concluded.*



TATTOO.

The image shows a musical score for a fife and drum piece. It consists of three systems of staves. The first system is for the Fife, marked 'Fife. 80 =', and the second system is for the Drum, marked 'Drum.'. The third system continues the fife part and ends with 'End.'. The music is in 2/4 time, indicated by the '2' and a cross symbol on the first staff. The key signature has one sharp (F#). The drum part includes a sequence of notes labeled with 'd' (drum) and 't' (tom). The fife part includes various musical notations such as eighth notes, quarter notes, and rests. A large watermark 'www.dps.edu' is visible across the middle of the page.

Play an Air in *Quick time*—after it, begin the doubling.
Then an Air in *Common time*—after it repeat the doubling.
Then an Air in *Slow time*—and repeat the doubling.
Finally an Air in *Double time*, followed by three rolls.

The first system of the musical score consists of two staves. The upper staff is in treble clef and contains five measures. The first four measures each begin with a treble clef and a whole note (W²) on the second line (G4). The fifth measure begins with a whole note (W²) on the second line (G4) and a fermata above it. The lower staff is in treble clef and contains three measures. Each measure begins with a treble clef and a whole note (r) on the second line (G4). The first two measures have a fermata above the note, and the third measure has a fermata above the note.

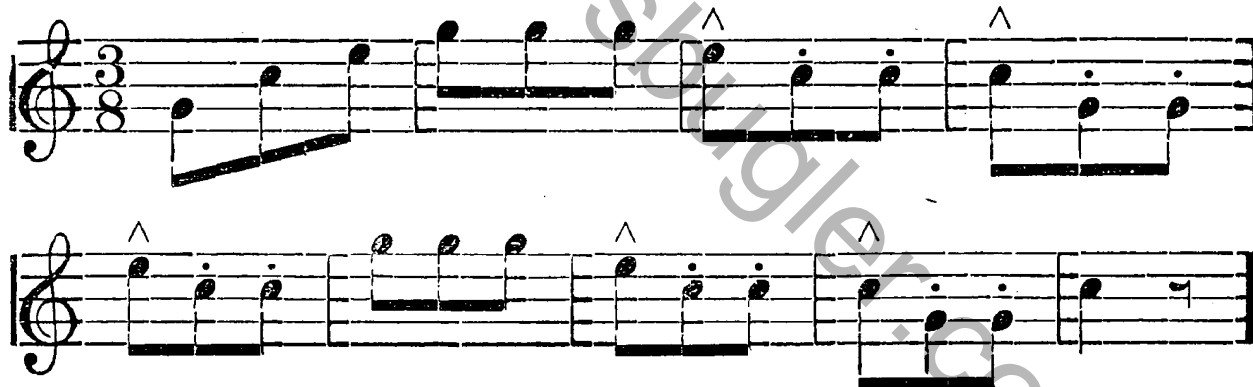
After the
three rolls
repeat
donbling
to the end.

NAVAL SIGNALS.

EARLY INSPECTION.

Slow.

CARRY ON,



ROWING EXERCISE.

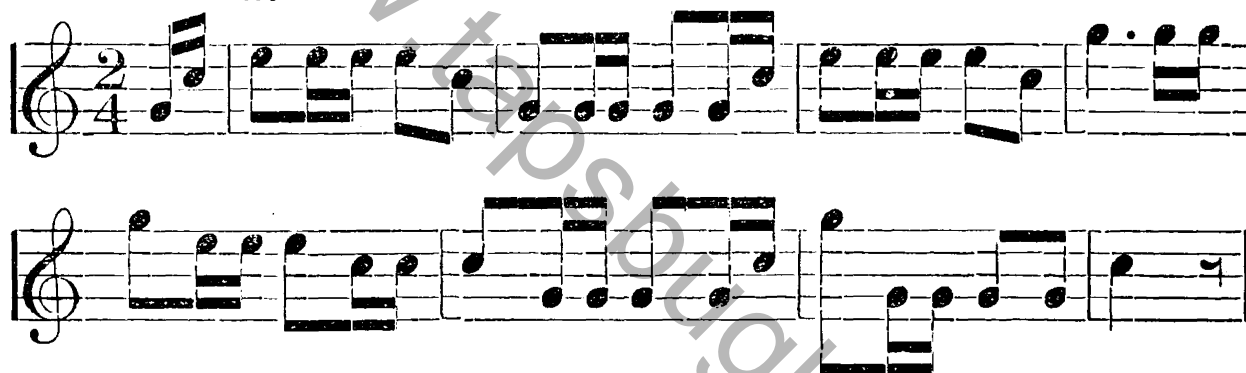
Quick.

BUGLE CALLS.
CHANGE EXERCISE.



DIVISIONAL INSPECTION.

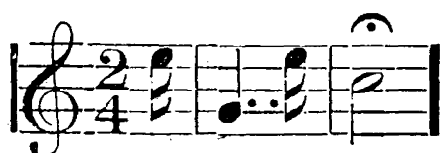
Moderato!



HOOK ON BOATS.



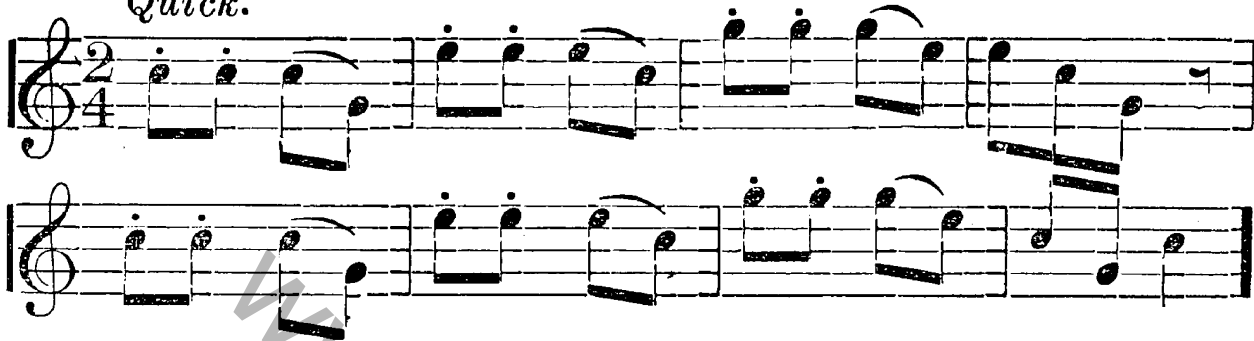
ROUTE STEP.



BAND CALL.



GENERAL QUARTERS.

Quick.

SECURE.

Quick.

DISMISS.



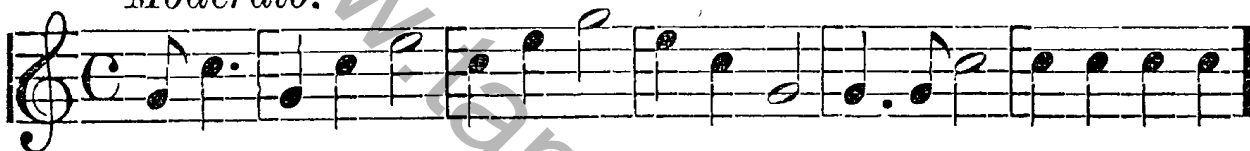
CLEAN BRIGHT WORK.



PUT UP CLEANING GEAR.

Moderato.

HAMMOCKS.

Moderato.

BOAT CALLS.

If there is more than one boat of a kind, the number of the boat will be indicated by sounding the proper number of C's before and after the call itself.

LAUNCHES.



CUTTERS.



WHALE BOATS,



BARGE.



G I G,



DINGHY,



MUSTER BOAT'S CREWS.



MAN AND ARM BOATS.



One C before and after, indicates distant service.
Two C's before and after, indicates cutting out.
Three C's before and after, indicates to land batallion.

BOAT FALLS.

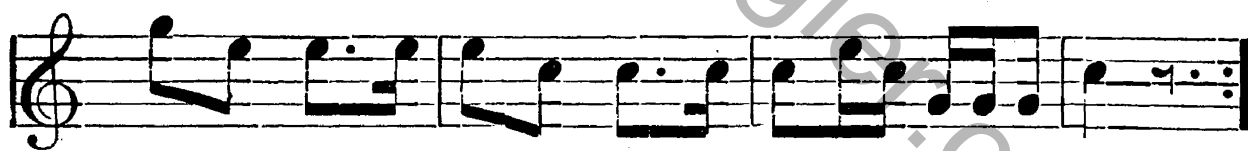


PROVISION BOATS.



LATE AND POPULAR QUICK STEPS.⁷¹

FIVE YEARS. Q. S.



HEN AND CHICKENS. Q. S.



TIN SOLDIERS. Q. S.

Rip.

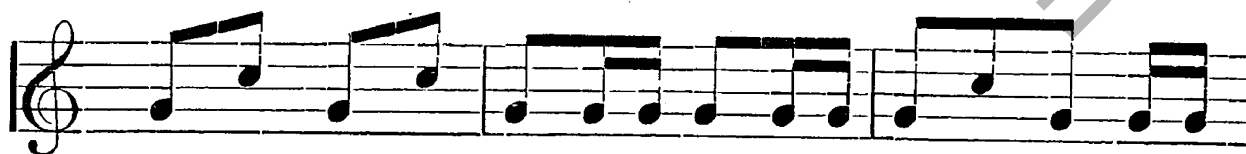


HUNTING MARCH.



BUGLE CALLS.

1861. Q. S.

*D.C.*

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