

Infantry tactics, double and single rank. Adapted to American
topography and improved firearms. Revised edition.
by Bvt. Major-General Emory Upton. New York: D. Appleton, 1874
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INFANTRY TACTICS
DOUBLE AND SINGLE RANK. *1874*

ADAPTED TO

AMERICAN TOPOGRAPHY AND IMPROVED
FIRE-ARMS.

BY

BVT. MAJOR-GENERAL EMORY UPTON,

U. S. ARMY.

REVISED EDITION.

NEW YORK:

D. APPLETON AND COMPANY,

549 AND 551 BROADWAY.

1874.

835. The *assembly of trumpeters* is the signal for the trumpeters to assemble ; it precedes *reveille*, *retreat*, and *tattoo*, by such interval as many be prescribed by the commanding officer ; it is also the first signal for all ceremonies.

When there is to be dress parade, or dress guard-mounting, the signal for *dress parade* or *dress guard-mounting* is sounded immediately after the *assembly of trumpeters*.

The *assembly* is the signal for forming the company ranks, and calling the roll ; it is usually sounded five minutes after the termination of *reveille*, *drill-call*, and *tattoo*. It is also sounded after the signal for such other duties as require company roll-call.

In large camps or garrisons, marches are played in the streets, or in front of the quarters between the *assembly of trumpeters* and the *reveille* and *tattoo*. When marches are played before the *reveille* and *tattoo*, the *assembly* may be sounded immediately after the *reveille* and *tattoo*.

The *assembly* precedes the *retreat*, the interval between them being only that required for formation and roll-call, when there is a dress parade.

Assembly of guard details is the signal for the details to form in ranks on their company parade-grounds.

Adjutant's call is the signal for companies and guard details to assemble on the camp or garrison parade-ground.

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

To arms is the signal for men to turn out under arms with the least practicable delay, on their company parade grounds.

Assembly, *reveille*, *retreat*, *tattoo*, *adjutant's call*, *to the color*, the *flourishes*, and the *marches*, are sounded by all the trumpeters united ; the other camp or garrison calls as a general rule, are sounded by the trumpeter of the guard or orderly trumpeter.

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

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

The signals for drill-movements include both the preparatory commands and the commands 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 subdivision give the proper commands orally. In the evolutions of large bodies of troops the subordinate commanders cause their trumpeters to repeat the signal 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.

TRUMPET-SIGNALS.

5. THE *assembly of trumpeters* is the signal for the trumpeters to assemble; it precedes *reveille*, *retreat*, and by such interval as may be prescribed by the commanding officer; it is also the first signal for all ceremonies. When there is to be dress parade, or dress guard-mounting, the signal for *dress parade* or *dress guard-mounting* is sounded immediately after the *assembly of trumpeters*.

The *assembly* is the signal for forming the company ranks, and calling the roll; it is usually sounded five minutes after the termination of *reveille*, *drill-call*, and so on. It is also sounded after the signal for such other circumstances as require company roll-call.

At large camps or garrisons, marches are played in the camp, or in front of the quarters between the *assembly of trumpeters* and the *reveille* and *tattoo*. When marches are played before the *reveille* and *tattoo*, the *assembly* may be sounded immediately after the *reveille* and *tattoo*.

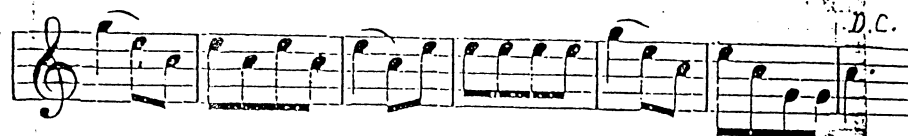
The *assembly* precedes the *retreat*, the interval between being only that required for formation and roll-call, when there is dress parade.

The *assembly of guard details* is the signal for the details to assemble on their company parade-grounds.

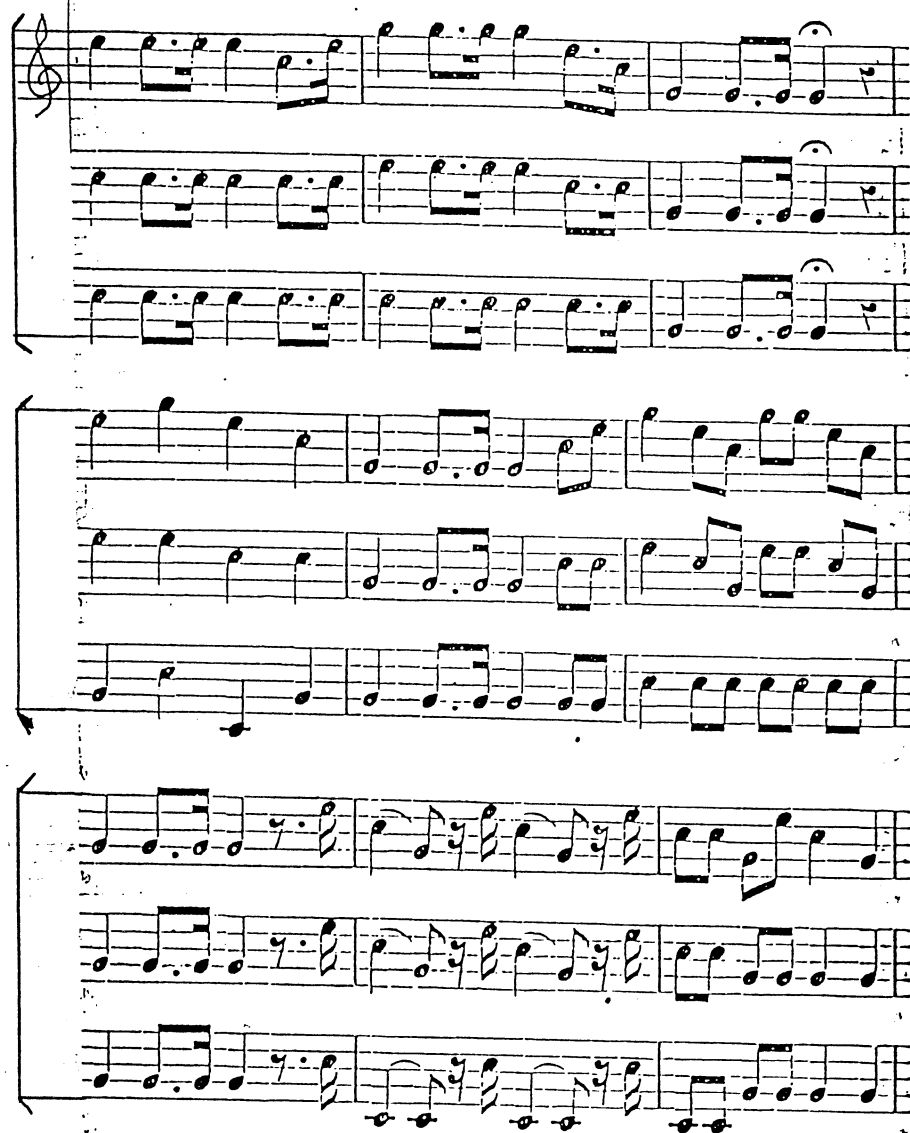
The *mutant's call* is the signal for companies and guard to assemble on the camp or garrison parade-ground.

The *general* is the signal for packing up effects, striking and loading wagons, preparatory to marching.

The *arms* is the signal for men to turn out under arms.

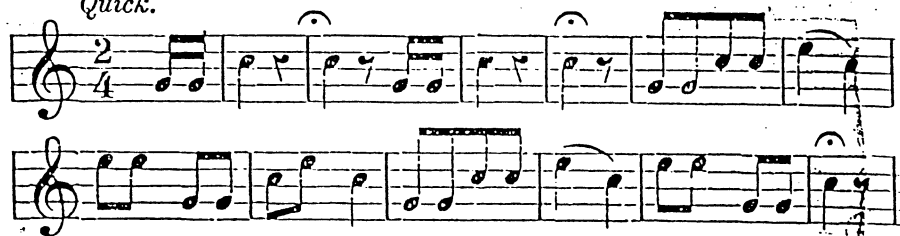
3. *Reveille.**Quick.*4. *Retreat.**Moderate.*

5. Tattoo.

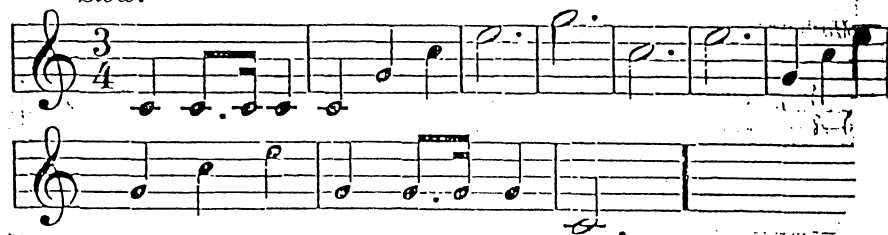
Quick.

6. *Extinguish Lights.**Slow.*7. *Mass.**Quick.*8. *Sick.**Quick.*

9. School.

Quick.

10. Church.

Slow.

11. Drill.

Quick.

12. Fatigue.

Quick.

13. Recall.

Moderate.

14. Assembly of Guard Details.

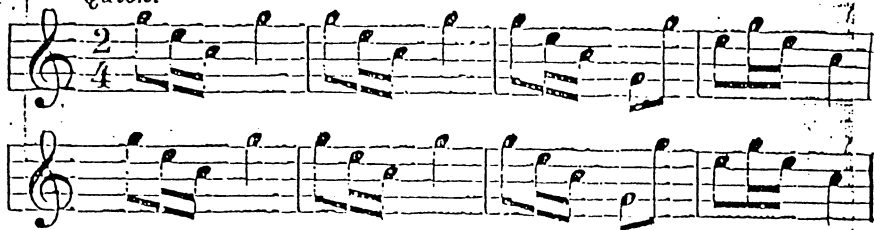
Quick.

15. *Dress Parade or Dress Guard Mounting.*

Quick.

16. *Adjutant's Call.*

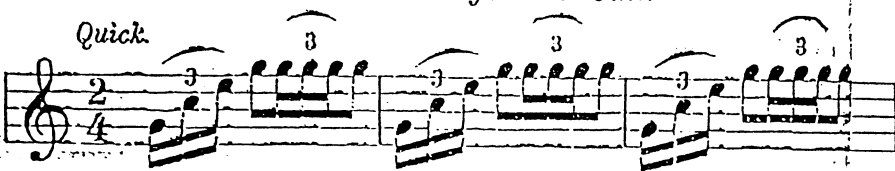
Quick.

17. *Officer's Call.*

Quick.

18. *First Sergeant's Call.*

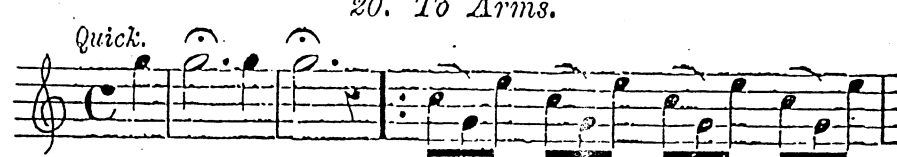
Quick.

19. *The General.*

Quick.

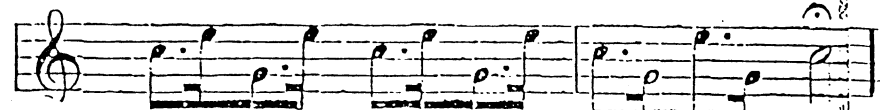
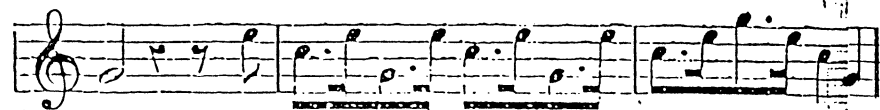
20. *To Arms.*

Quick.





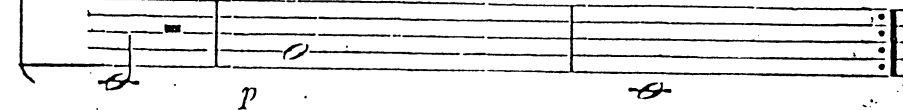
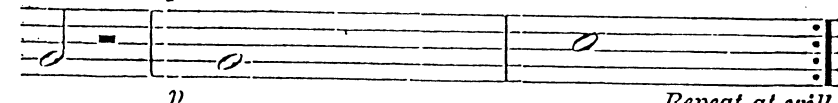
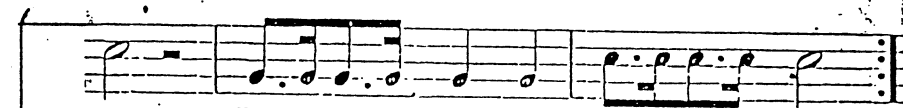
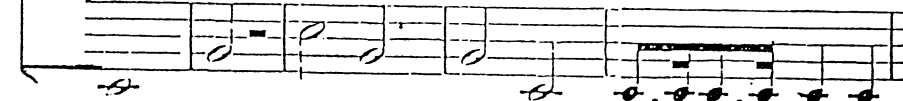
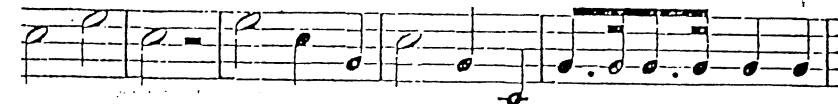
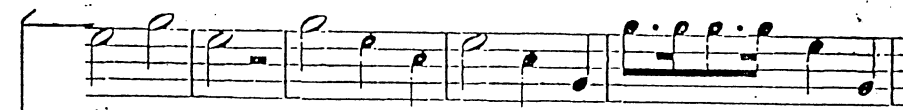
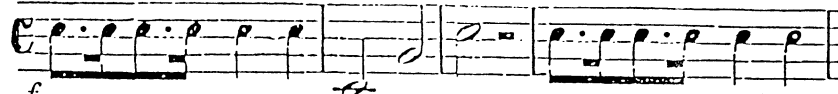
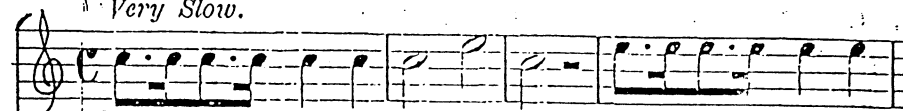
21. Fire Alarm.

Quick.*Repeat at will*

22. Rogues' March.

Quicktime.*Repeat at will*

23. Funeral March.

Very Slow.*Repeat at will.*

24. *President's March.**Quick time.*25. *General's March.**Quick time.*26. *Flourish for Review.**Quick.*27. *To the Color.**Quick time.*

28. Quickstep. No. 1.

Quick time.

29. Quickstep. No. 2.



30. Quickstep, No. 3.

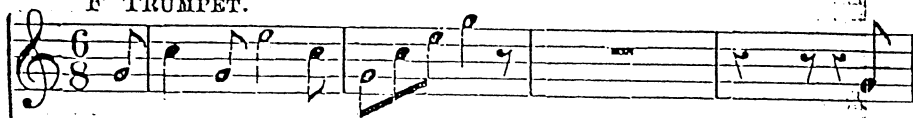


TRUMPET SIGNALS.



31. Quickstep, No. 1.

F TRUMPET.



C CROOK.



TRUMPET-SIGNALS.

*Second time. End.**Da Capo.*

32. Quickstep, No. 5.

F TRUMPET.

C CROOK.

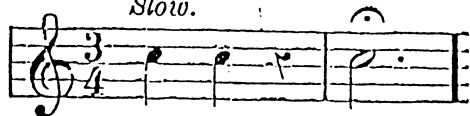
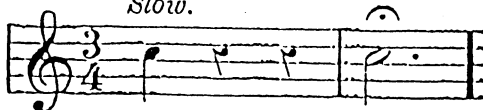
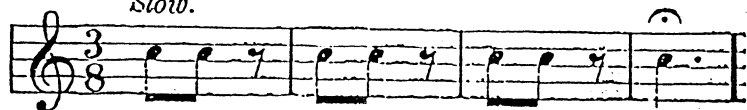
End.

Da Capo.

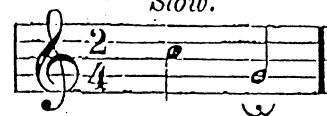
33. Attention.

Slow.

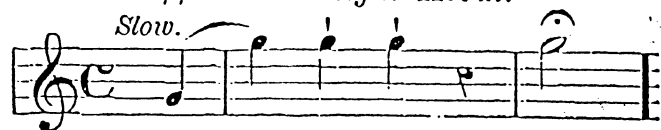
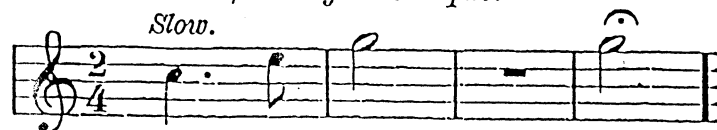
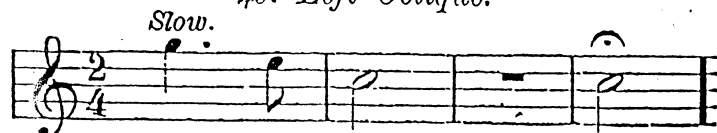
TRUMPET SIGNALS.

34. *Forward.**Slow.*35. *Halt.*36. *Quick time.**Slow.*37. *Double time.**Slow.*38. *Charge.**Quick.**Repeat at will*

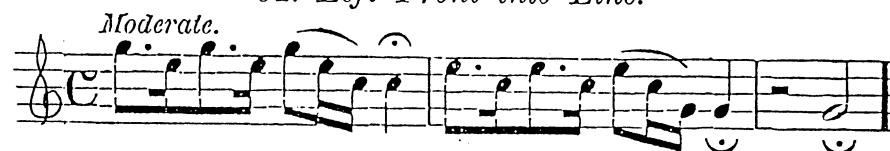
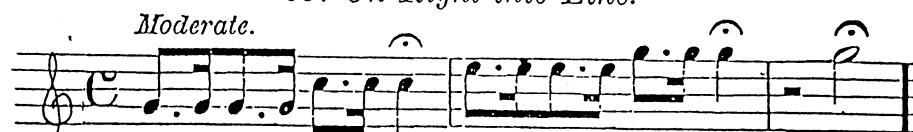
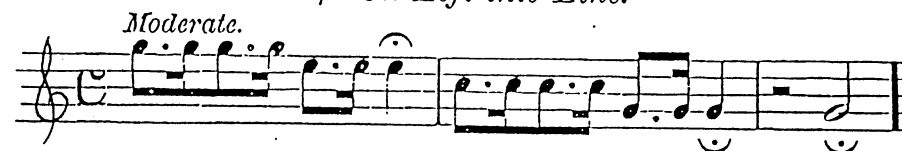
TRUMPET-SIGNALS.

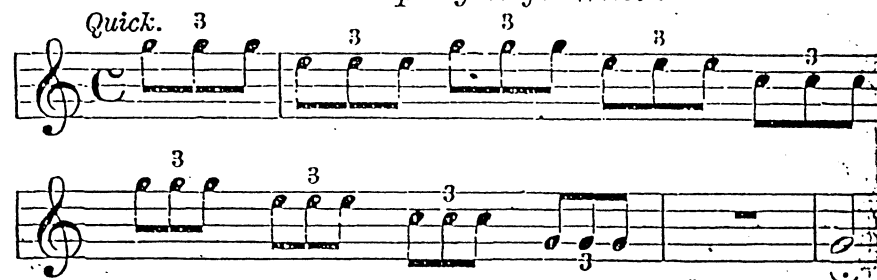
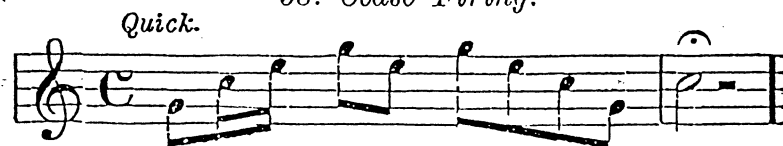
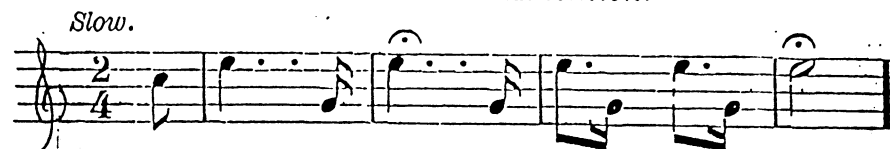
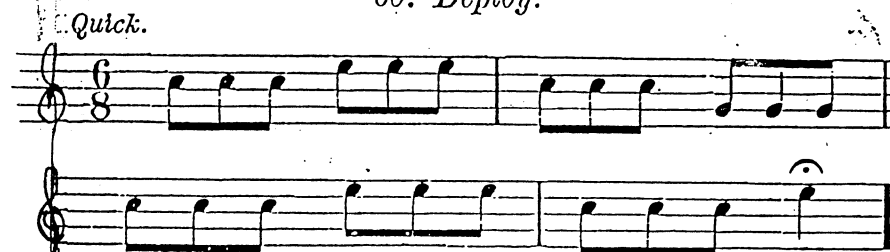
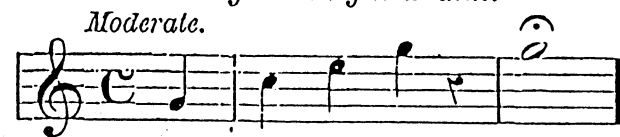
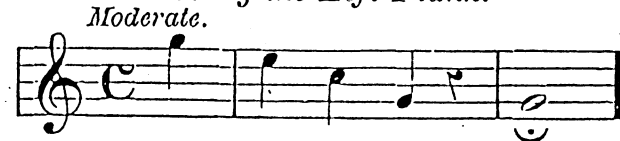
39. *Guide Right.**Slow.*40. *Guide Left.**Slow.*41. *Guide Centre.**Slow.*42. *Fours Right.**Slow.*43. *Fours Left.**Slow.*

TRUMPET SIGNALS.

44. *Fours Right About.*45. *Fours Left About.*46. *Column Right.*47. *Column Left.*48. *Right Oblique.*49. *Left Oblique.*

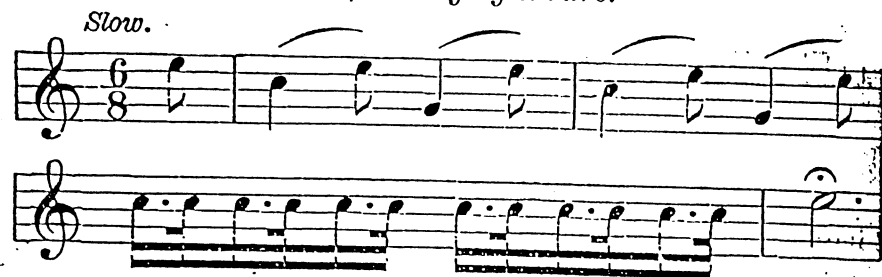
TRUMPET-SIGNALS.

50. *Right Front into Line.*51. *Left Front into Line.*52. *Face to the Rear.*53. *On Right into Line.*54. *On Left into Line.*

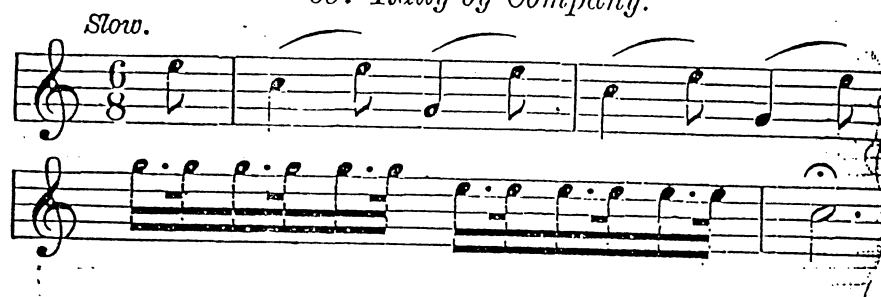
55. *Company Right Wheel.*56. *Company Left Wheel.*57. *Commence Firing.*58. *Cease Firing.*59. *Skirmishers Attention.*60. *Deploy.*61. *To the Rear.*62. *By the Right Flank.*63. *By the Left Flank.*

TRUMPET SIGNALS.

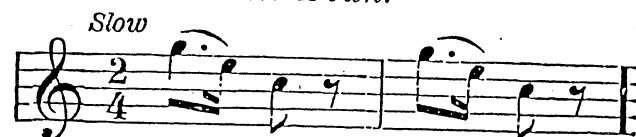
64. Rally by Fours.



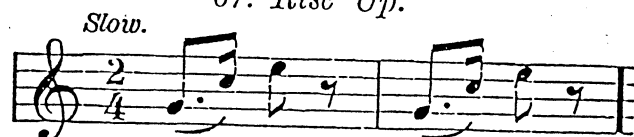
65. Rally by Company.



66. Lie Down.



67. Rise Up.

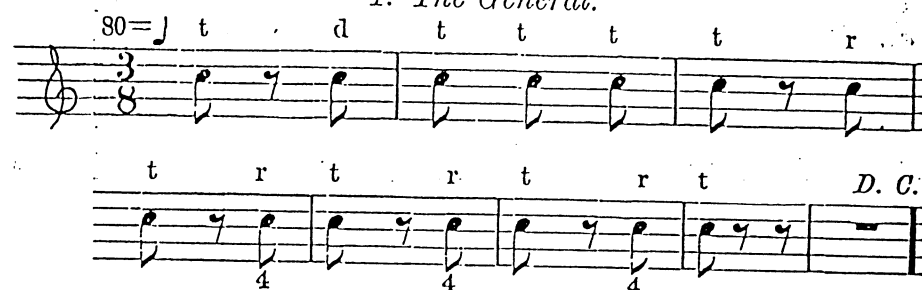


DRUM AND FIFE SIGNALS.

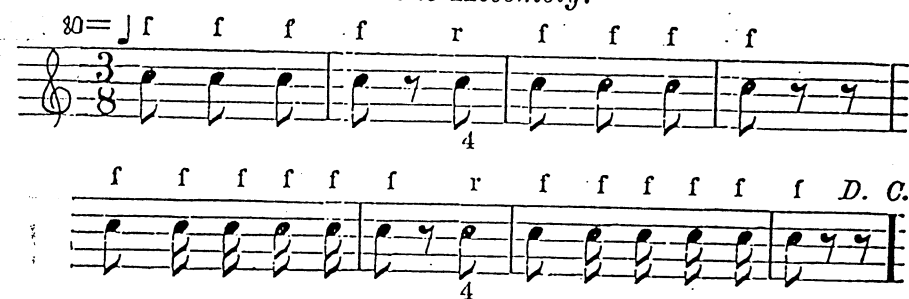
EXPLANATIONS.

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

1. The General.



2. The Assembly.



3. *To the Color.*

FIFE. 80 =

DRUM.

f t t t t t f t t f

f f r f f f f

9

4. *The long Roll.*

r r r r

5. *The Reveille.*

FIFE. 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 r

7 7 7 8 7 7 7 3 7 7

r 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

60 = *Slow Scotch.*

r r r r &c.

9 9 9

120 = ♩ *Austrian.*

d d d d d d d d

d d d d &c. r t

140 = ♩ *Hessian.*

DOUBLE DRAG.

d d d d d d d d

DRUM.

r t

60 = ♩ *Dutch.*

r d f r d f &c. r

DRUM.

r t r r r r r r

160 = ♩ *Quick Scotch.*

r r r r &c. r

D. C. the first part of the Reveille.

6. *The Troop.*

FIFE.

DRUM. r r r

80 = ♩

&

7. *The Retreat.*

FIFE. *tr* *tr* *tr* *tr* *tr*

DRUM. r r r

110 = ♩

t d t t d t t d t t

d t d t t d t t *Volte.*

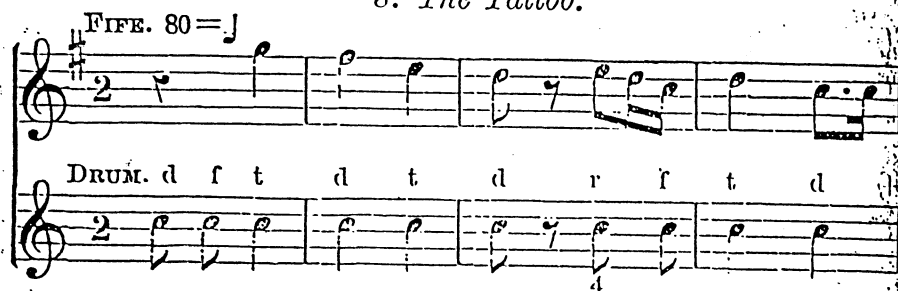
d t t d t d t t

d t t d t t d t

d t t d t t d t t d



S. The Tattoo.



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.



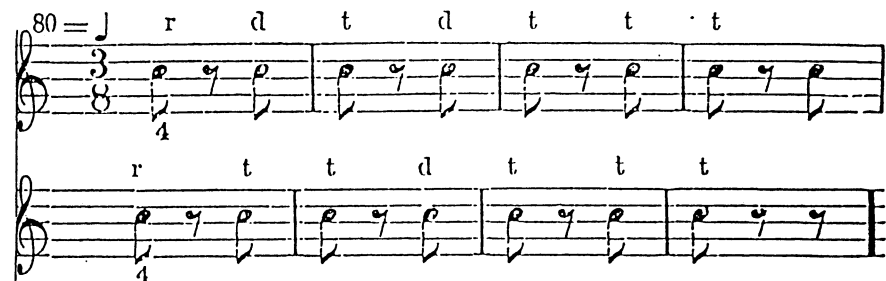
After the three

Rolls repeat

Doubling

to the End.

9. To recall Detachments.



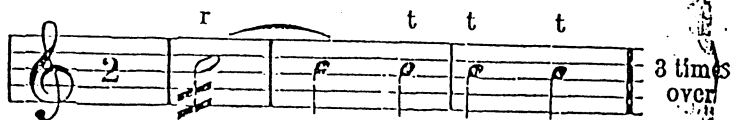
10. Drummer's Call.



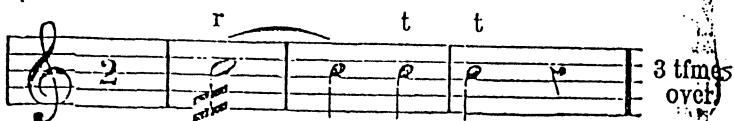
DRUM AND FIFE SIGNALS.

11. *Come for Order.*FIRST
SERGEANTS.

SERGEANTS.



CORPORALS.

12. *Cease Firing.*