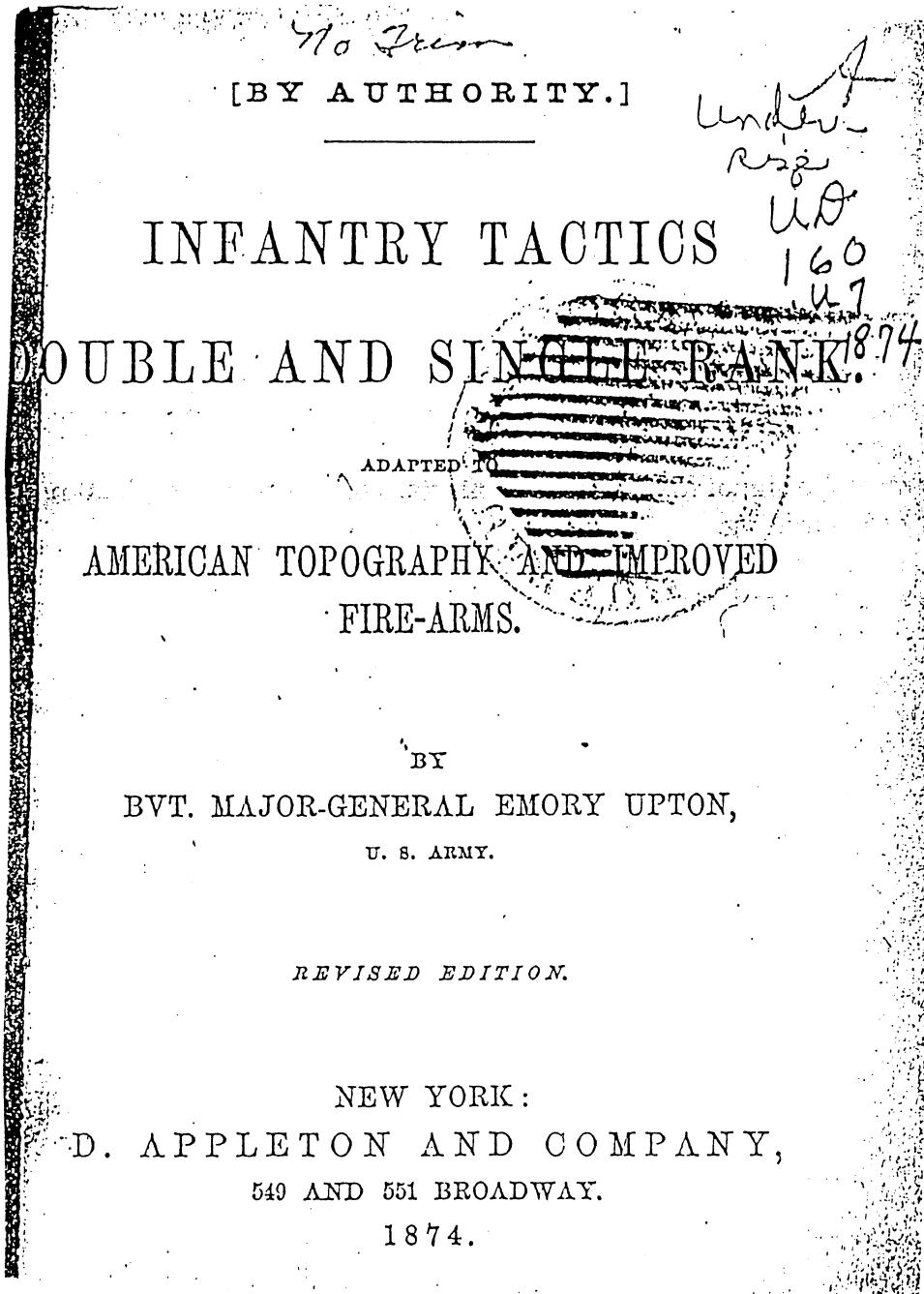


Infantry tactics, double and single rank. Adapted to American topography and improved firearms. Revised edition.
by Bvt. Major-General Emory Upton. New York: D. Appleton, 1874
Navy Department Library: General Collection. Undersize.

UD 160 U7 1874

(These copies enlarged at 1.545% from original)



TRUMPET-SIGNALS pp. 395-396

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 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 times after the termination of *reveille*, *drill-call*, and *tattoo*. It is also sounded after the signal for such other 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 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 form ranks on their company parade-grounds.

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

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

Arms is the signal for men to turn out under arms,

with the least practicable delay, on their company grounds.

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

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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.

economize space, the music is written an octave higher than the trumpet scale, and is adjusted to the scale of the bugle.

1. Assembly of Trumpeters.

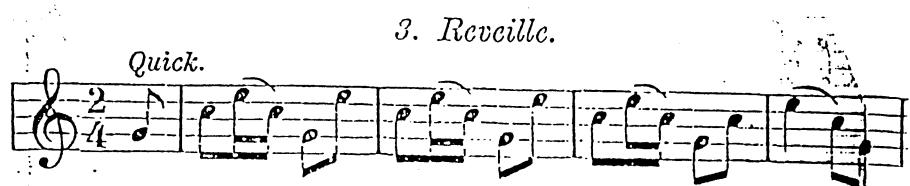
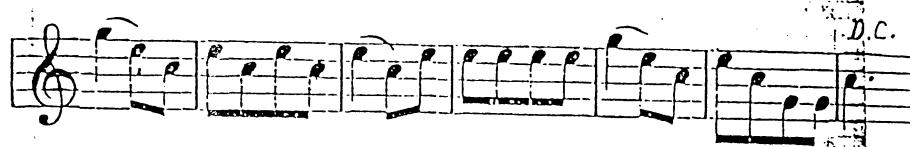
Quick.

2. Assembly.

Moderate.

TRUMPET SIGNALS.

3. Reveille.

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

4. Retreat.

Moderate.

TRUMPET-SIGNALS.

A series of eight staves of musical notation for trumpet signals, arranged vertically. Each staff consists of five lines and four spaces. The notation uses various note heads (solid black, open, etc.) and stems to represent different tones and rhythms. The staves are separated by vertical bar lines.

TRUMPET SIGNALS.

5. Tattoo.

Quick.

TRUMPET-SIGNALS.

TRUMPET SIGNALS.

A handwritten musical score consisting of six staves. The first three staves are in common time (indicated by a 'C') and feature a treble clef. The first staff contains six measures of music, with measure 3 containing a measure repeat sign. The second staff contains five measures of music. The third staff contains four measures of music. The fourth staff begins with a treble clef and contains five measures of music. The fifth staff begins with a treble clef and contains five measures of music. The sixth staff begins with a treble clef and contains five measures of music.

6. Extinguish Lights.

Slow.

A musical score for two staves. The top staff begins with a treble clef, a dynamic 'C' (forte), and a tempo marking 'Slow.'. It consists of six measures of music. The bottom staff begins with a bass clef and a dynamic 'p' (piano). It consists of five measures, including a measure with a double bar line and repeat dots.

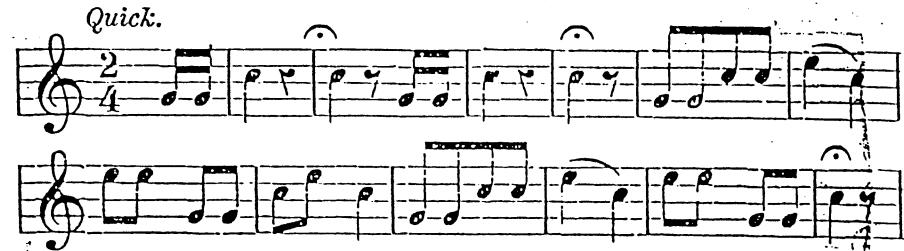
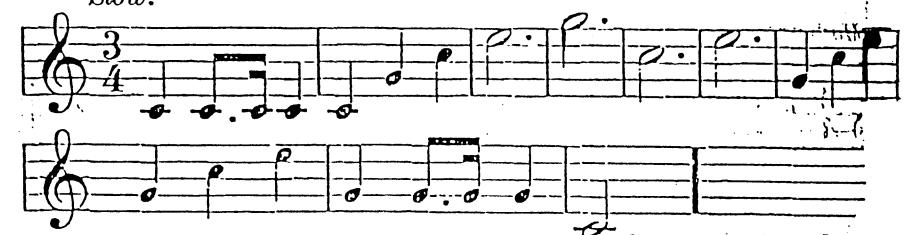
7. *Mcss.*

Quick.

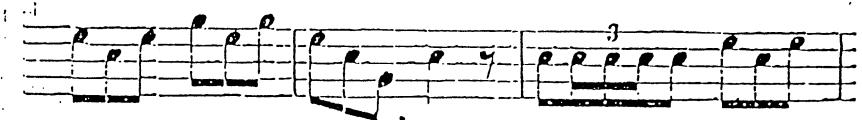
S. Sick.

quick.

TRUMPET SIGNALS.

9. School.*Slow.**11. Drill.**Quick.*

TRUMPET-SIGNALS.

*Moderate.**14. Assembly of Guard Details.**Quick.*

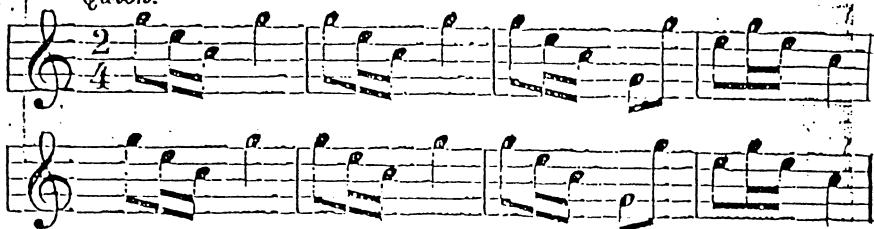
15. Dress Parade or Dress Guard Mounting.

Quick.



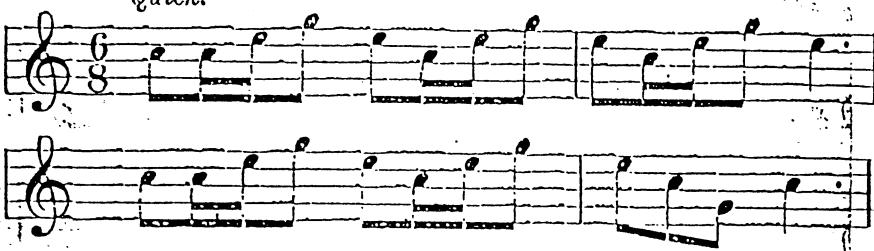
16. Adjutant's Call.

Quick.



17. Officer's Call.

Quick.



18. First Sergeant's Call.

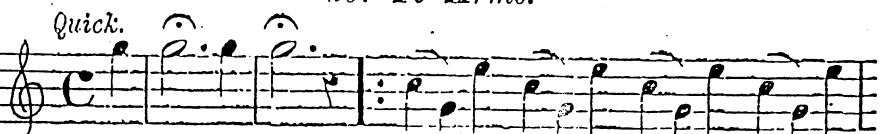
Quick.



19. The General.



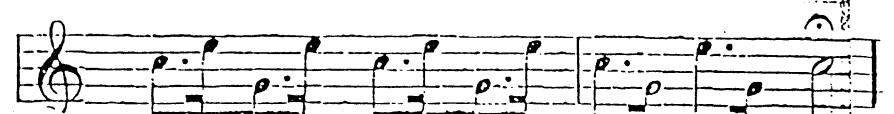
20. To Arms.



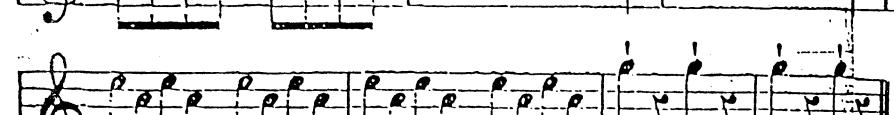
TRUMPET SIGNALS.



21. Fire Alarm.

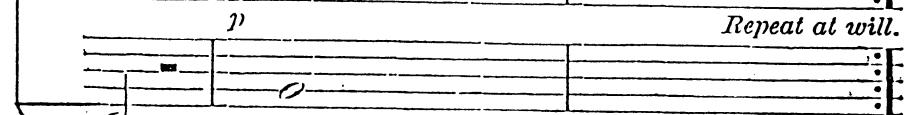
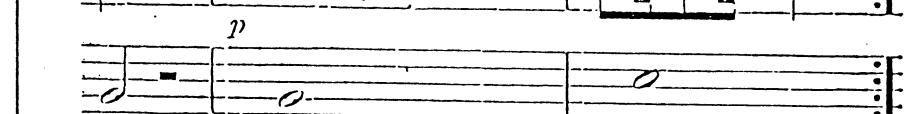
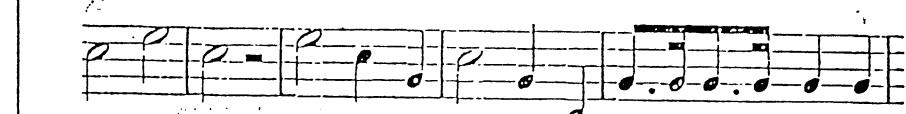
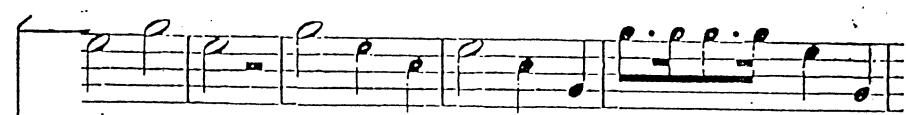
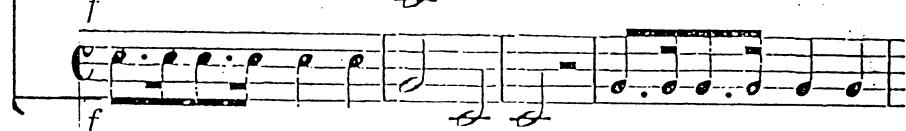
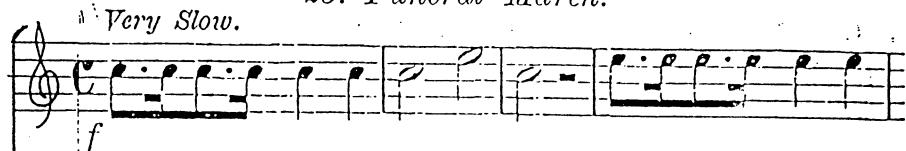


22. Rogues' March.



TRUMPET-SIGNALS.

23. Funeral March.



TRUMPET SIGNALS.

24. President's March.

Quick time.

25. General's March.

Quick time.

TRUMPET-SIGNALS.

*26. Flourish for Review.**Quick.*
*27. To the Color.**Quick time.*

TRUMPET SIGNALS.

28. Quickstep. No. 1.

Quick time.

Musical score for Trumpet Signal No. 1, featuring eight staves of music for a single trumpet part. The music is in G major and common time. The first staff begins with a quarter note followed by eighth-note pairs. Subsequent staves continue this pattern with variations in note heads and rests.

TRUMPET-SIGNALS.

29. Quickstep. No. 2.

Musical score for Trumpet Signal No. 2, featuring six staves of music for a single trumpet part. The music is in G major and common time. The first staff begins with a quarter note followed by eighth-note pairs. Subsequent staves continue this pattern with variations in note heads and rests.

30. Quickstep, No. 3.

Musical score for Trumpet Signal No. 3, featuring six staves of music for a single trumpet part. The music is in G major and common time. The first staff begins with a quarter note followed by eighth-note pairs. Subsequent staves continue this pattern with variations in note heads and rests.

TRUMPET SIGNALS.



31. Quickstep, No. 4.

F TRUMPET.



C CROOK.



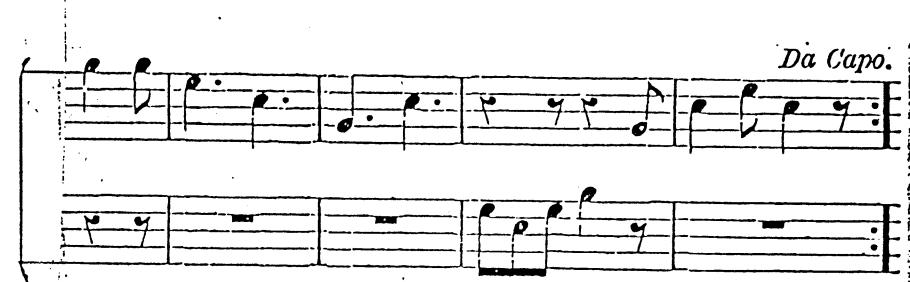
TRUMPET-SIGNALS.



Second time. End.



Da Capo.



TRUMPET-SIGNALS.

32. Quickstep, No. 5.

F TRUMPET.

C CROOK.

End.

TRUMPET-SIGNALS.

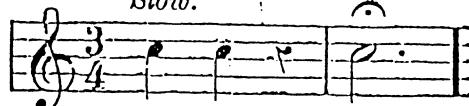
Da Capo.

33. Attention.

Slow.

TRUMPET SIGNALS.

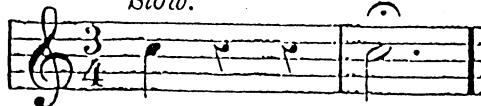
34. Forward.

Slow.

35. Halt.



36. Quick time.

Slow.

37. Double time.

Slow.

38. Charge.

Quick.

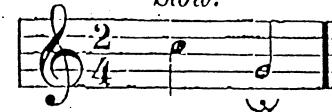
Repeat at will

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.



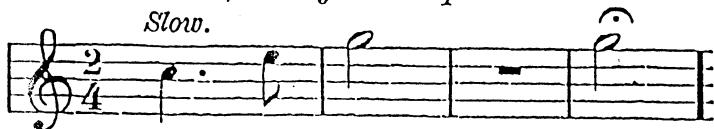
46. Column Right.



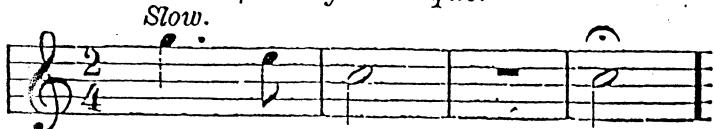
47. Column Left.



48. Right Oblique.

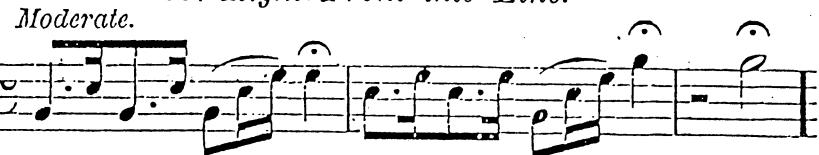


49. Left Oblique.

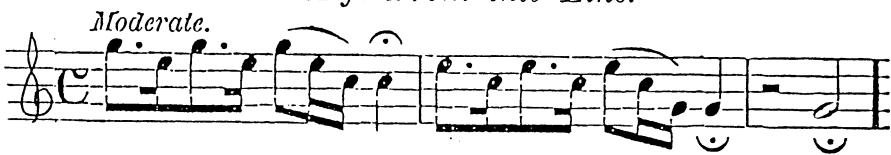


TRUMPET-SIGNALS.

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.



TRUMPET SIGNALS.

55. Company Right Wheel.



56. Company Left Wheel.



57. Commence Firing.



58. Cease Firing.

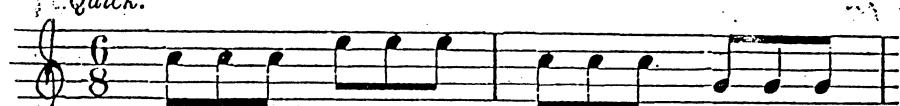


TRUMPET-SIGNALS.

59. Skirmishers Attention.



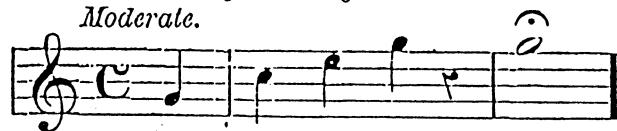
60. Deploy.



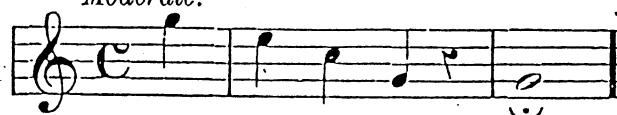
61. To the Rear.



62. By the Right Flank.

Moderate.

63. By the Left Flank.

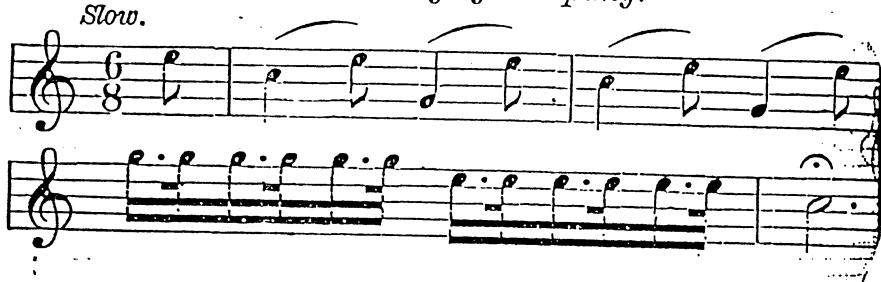
Moderate.

TRUMPET SIGNALS.

64. Rally by Fours.



65. Rally by Company.



66. Lie Down.



67. Rise Up.

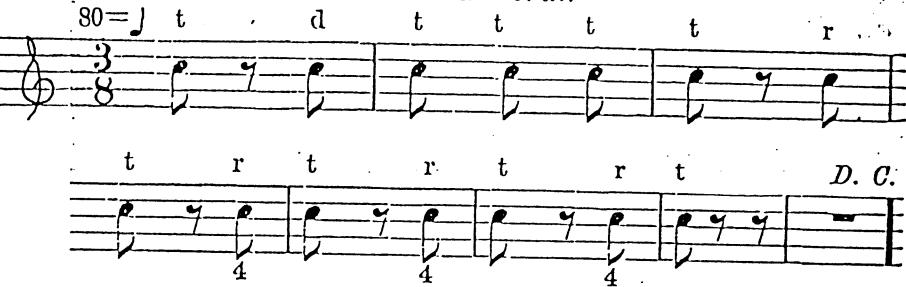


DRUM AND FIFE SIGNALS.

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.



DRUM AND FIFE SIGNALS.

3. To the Color.

FIFE. 80 = J

DRUM. f t t t t f t t f

4. The long Roll.

r r r r

5. The Reveille.

FIFE. 140 = J

DRUM. t r r r r r t r

DRUM AND FIFE SIGNALS.

60 = J Slow Scotch.

&c.

DRUM AND FIFE SIGNALS.

120 = J Austrian.

140 = J Hessian.

DOUBLE DRAG.

DRUM.

FIFE.

D. C. the first part of the Reveille.

C. The Troop.

DRUM AND FIFE SIGNALS.

60 = J Dutch.

DRUM.

160 = J Quick Scotch.

FIFE.

DRUM.

430

DRUM AND FIFE SIGNALS.

80 = J

FIFE.

DRUM. r t t f t l f d t r

7. *The Retreat.*

FIFE.

DRUM. r

110 = J

t d t t d t t d t t

DRUM AND FIFE SIGNALS.

431

d t t d t t d t t t Vol.

DRUM AND FIFE SIGNALS.

*S. The Tattoo.*

FIFE. 80 = J

DRUM. d f t d t d r r t d

t d t r f r f

End.

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.

DRUM AND FIFE SIGNALS.

After the three
Rolls repeat
Doubling
to the End.

9. To recall Detachments.

80 = J

r t t d t t t

90 = J

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 f f r t r t

10. Drummer's Call.

DRUM AND FIFE SIGNALS.

11. Come for Order.

FIRST SERGEANTS.

SERGEANTS.

CORPORALS.

12. Cease Firing.