ARMY REGULATIONS

DRUM, FIFE, AND BUGLE

BEING

A COMPLETE MANUAL FOR THESE INSTRUMENTS

GIVING

ALL THE CALLS FOR CAMP AND FIELD DUTY

TO WHICH IS ADDED

SUITABLE MUSIC FOR EACH INSTRUMENT

By WILLIAM NEVINS,

DRUM MAJOR OF GEN McCLELLAN'S BODY GUARD

ARRANGED BY A. J VAAS,

LEADER OF THE LIGHT GUARD BAND

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PREFACE

It is believed that this book is a more complete manual for the Drum, Fife, and Bugle than any heretofore published The Gamut, or Scale (so to speak), for the Drum, is not only in the commonly received Drum Notation, but is also adapted to the ordinary Musical Notation, in the hope that learners of this instrument, who are so situated that they can not receive instruction from a regular drummer, may, by the aid of any musician, be able to understand and practice the different exercises without much difficulty

Attention is respectfully called to the completeness of the Military Calls, especially to the Reveille and Tattoo which have not before been published, and which are often incorrectly performed The authors and publishers hope that, at this juncture in our national affairs, this book will be found useful.

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OF POSITION, AND STRIKING THE DRUM

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THE DRUM should hang so that it will rest a little above the knee on the left side about half front The stick for the right hand should be grasped firmly with the whole hand The stick for the left hand should be taken between the second and third fingers, and held by the first and second fingers and the thumb In striking the Drum the whole forearm should be used the blow with the right hand somewhat from left to right and the blow with the left hand from right to left and sideways, that the sticks may not interfere with each other Strike the Drum about an inch above the center

In practicing *The Roll* (No 1 of the Gamut) begin slowly with the left hand making the two beats alternately with each hand as equal and steady as possible—gradually increase to the necessary rapidity In this and many of the exercises the lesson is to be repeated many times without pausing From No 2 to No 7 nothing occurs that will not be understood by the previous direction

No 8 the *Pong Stroke* means a sudden hard short beat.

No 9 moderately hard

No 10, soft, long, drawing stroke

No 11, the *Flam*, is produced by one hand following the other as quickly as possible Saying P lum, p lum, p lum, gives some idea of the *Flam*

No 12, like No 11, but with soft strokes. Observe the characters in the Drum Notation, that indicate these different things.

From No 13 to No 25 will be understood by referring to previous explanations

No 25 is composed of three *Pong Strokes*, as follows *right left right—left, right, left* &c

No 26—in beating these three beats the hands change as quickly as possible

The following characters will be understood without further explanation

CAMP DUTIES

MORNING.

No. 1. Drummer's Call — for assembling drummers.

No. 2. Reveille — for calling the Roll.

No. 3. Fatigue Call — for putting Quarters in order.

No. 4. Doctor's Call — for reporting the Sick.

No. 5. Breakfast Call — to fall in line for Breakfast.

No. 6. Adjutant's Call — for band and field music to take the right of the line.

No. 7. At three rolls of the drum the band steps out about six steps, then wheels to the left in slow common time, and march down the line to the end; then countermarch, returning in quick time to place. After which three rolls of the drum. The band is then dismissed, and the drummers march with the guard to the guard-house.

DRILL.

No. 8. The Drill Call.

No. 9. Recall (*after Drilling*).

NOON.

No. 10. Dinner Call — to fall in line for Dinner.

No. 11. Fatigue Call.

No. 12. Drill Call and Recall as before.

SUNDOWN.

No. 13. At Call No. 1 (*Drummer's Call*) the band takes the right of the line, and goes through the exercises of Nos. 6 and 7. The companies then march in common time around a square. As soon as the band reaches the commander, they wheel to the left to clear the line, then wheel to the right to face the commander—the band playing in common time until the companies have passed the commander, then at the command strike into quick time. As soon as the right of the line comes up to the commander, the bands falls in, and marches around with them until they reach the place from which they started.

No. 14. The Tattoo — to retire to tents.

No. 15. The Tapp — to extinguish lights and fire.

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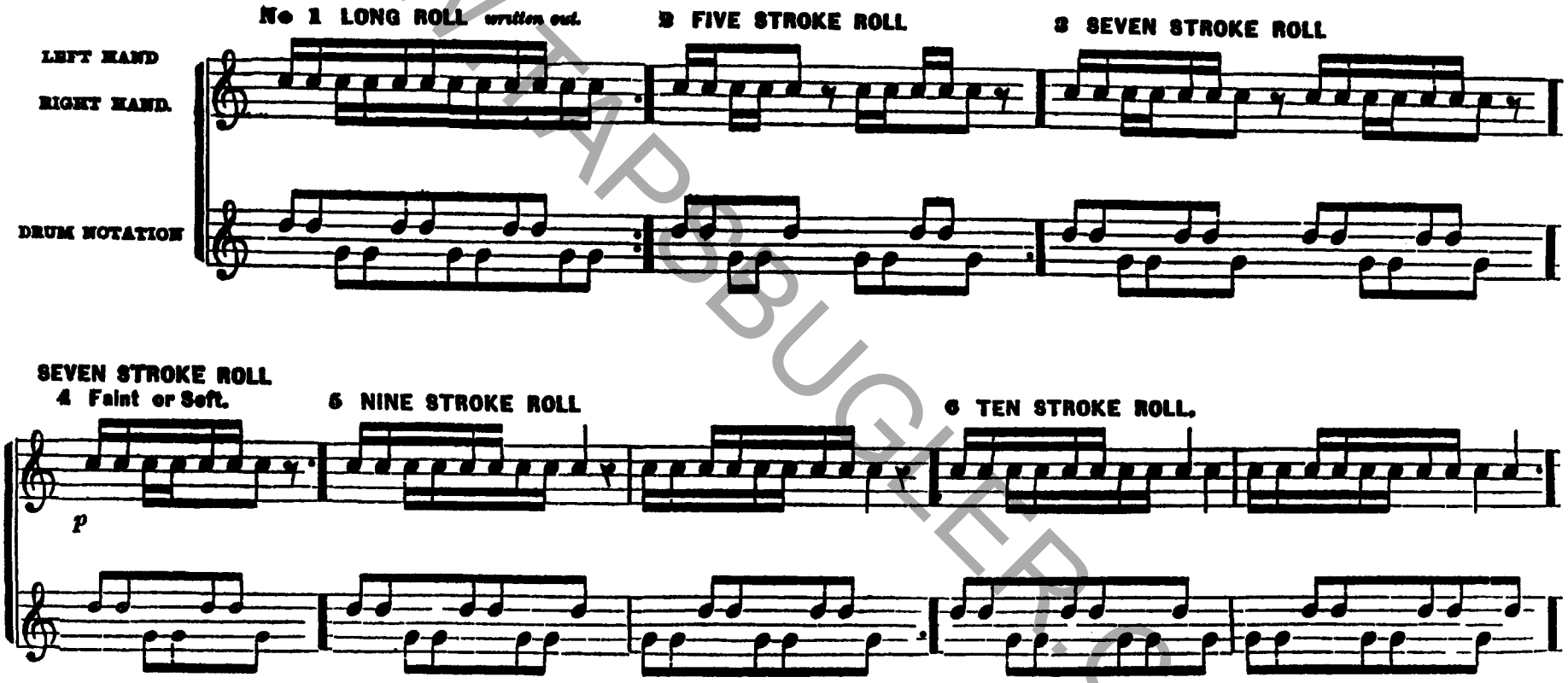
DRUM SCHOOL.

GAMUT FOR THE DRUM.

[Ordinary Musical Notation on the upper of the two staves Drum Notation on the lower]



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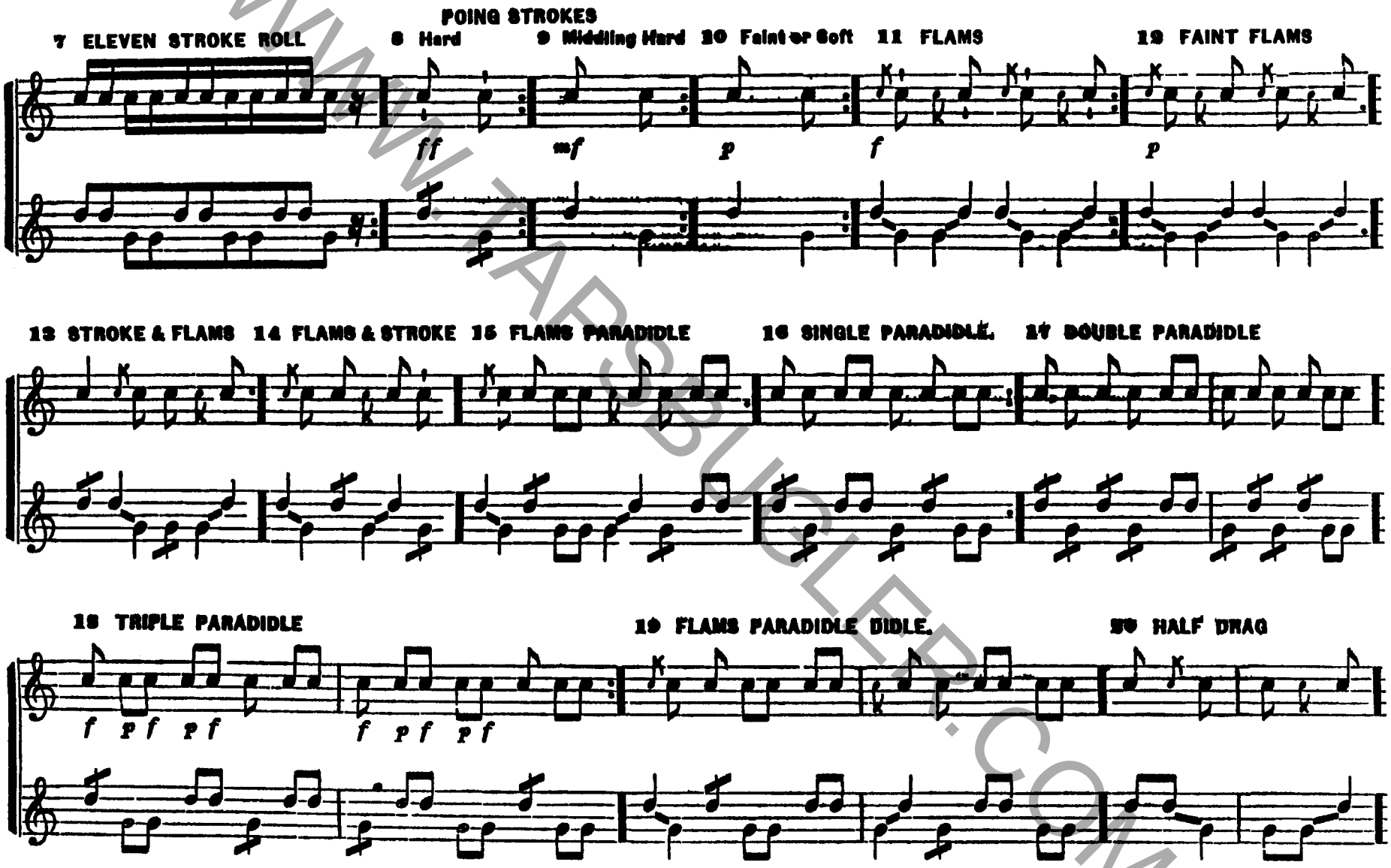

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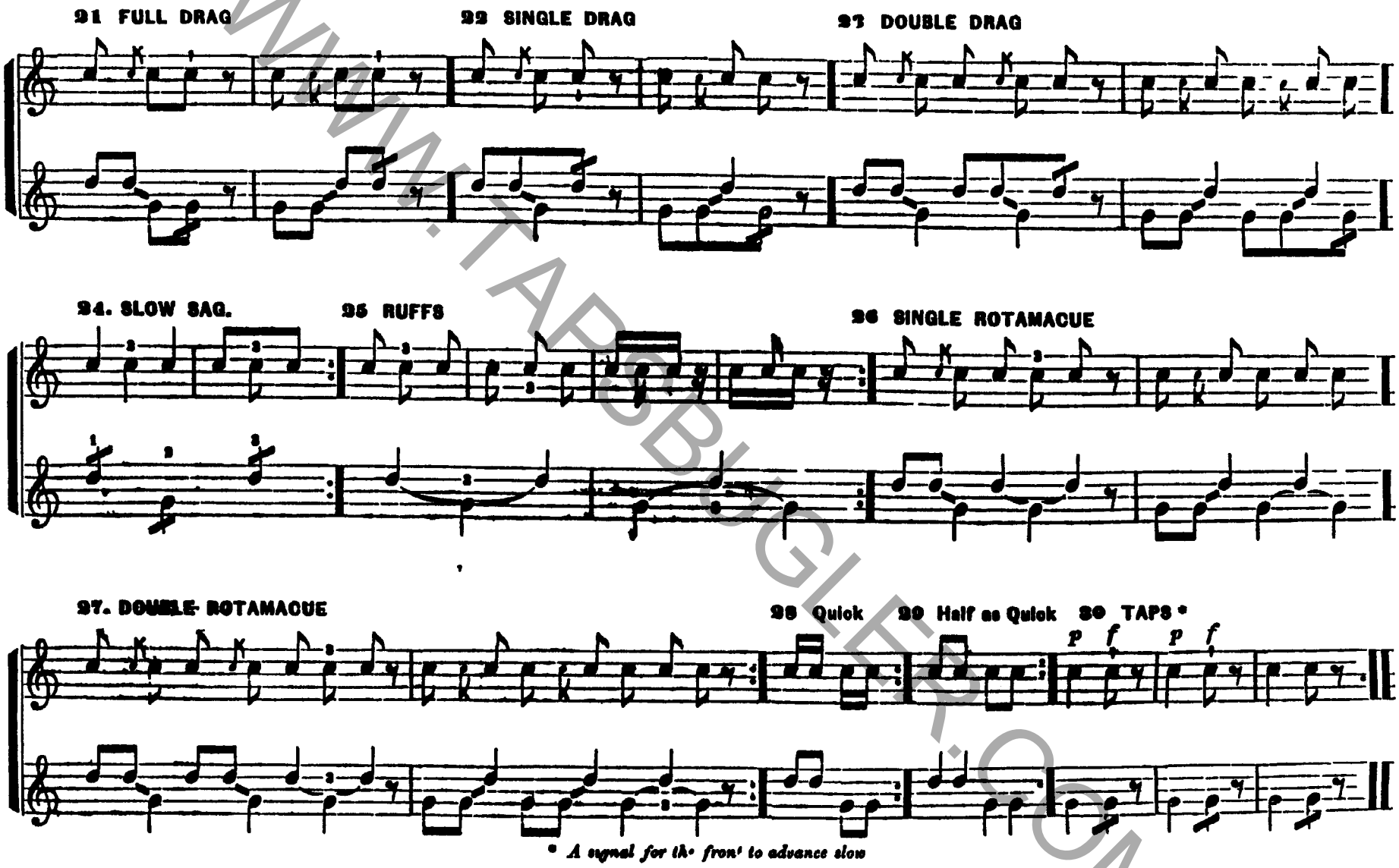

* *A signal for the front to advance slow*

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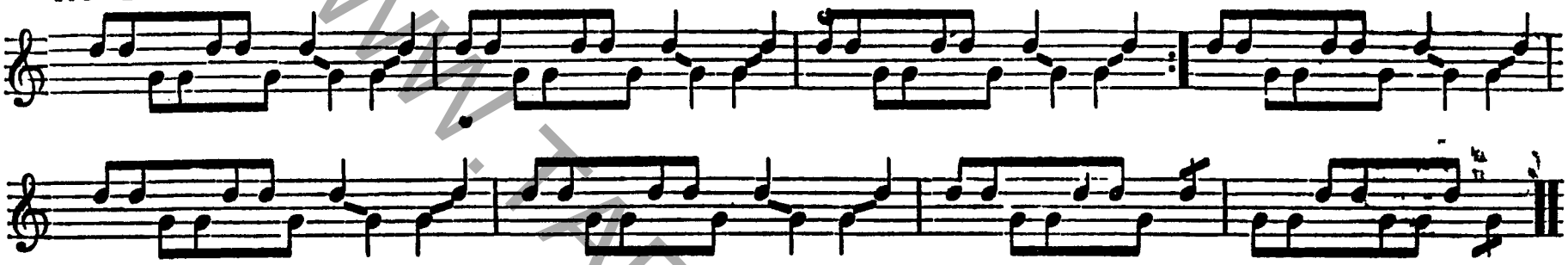
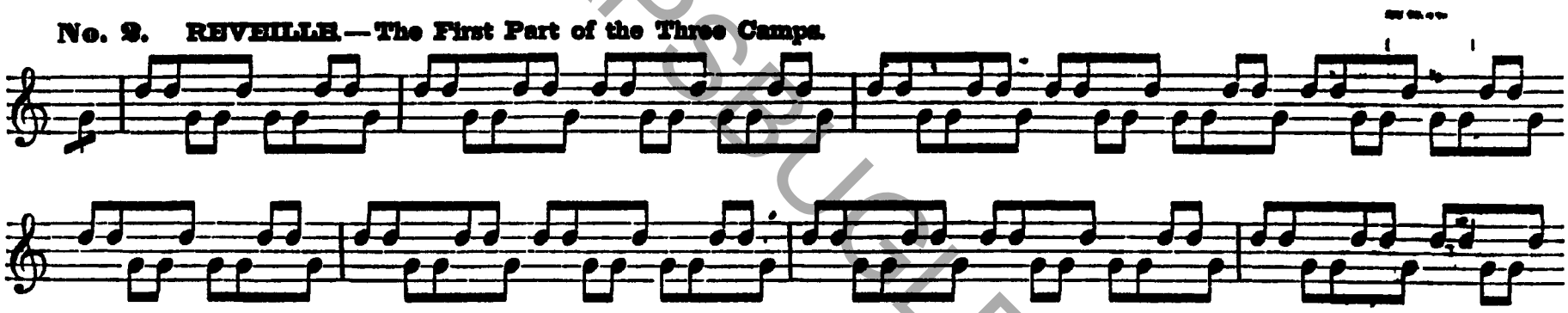
[The meaning of this Notation can be understood by referring to the previous Exercises.]

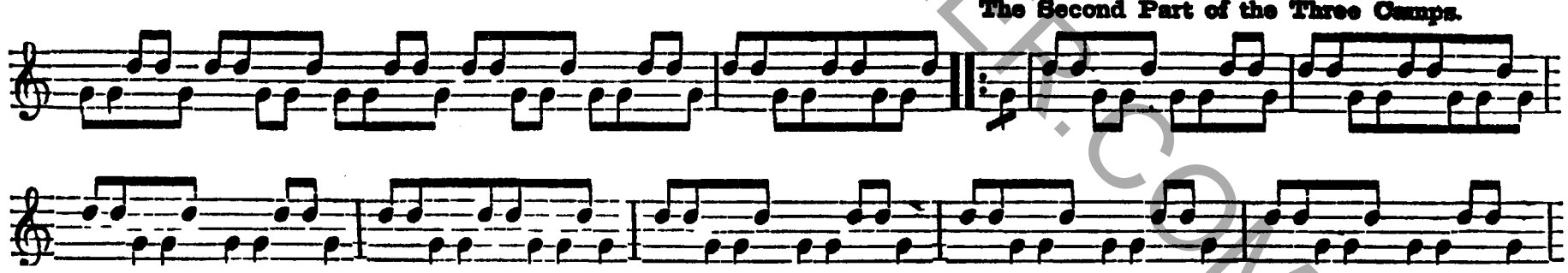
No 1 THE DRUMMER'S CALL.



No. 2. REVEILLE.—The First Part of the Three Camps.



The Second Part of the Three Camps.



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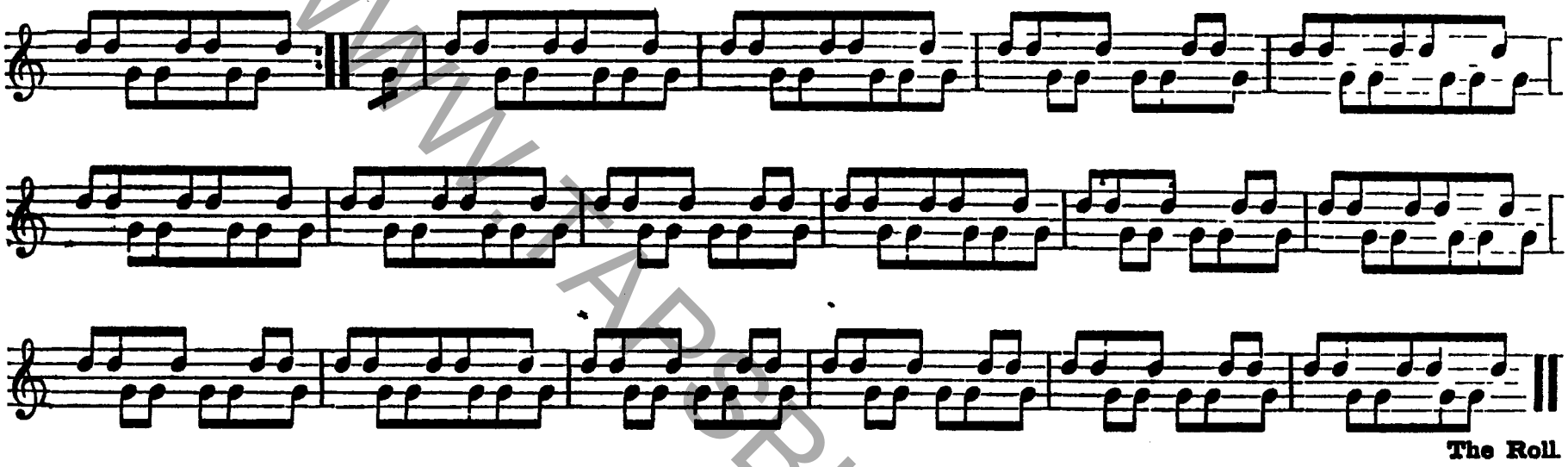
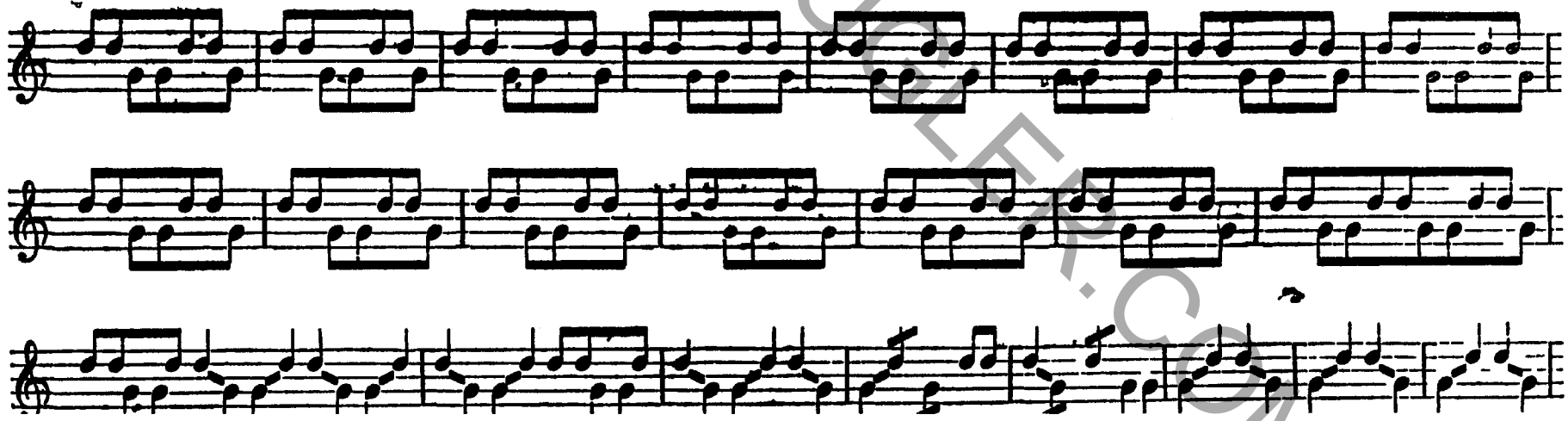
The Third Part of the Three Camps.



The Roll.

SLOW SCOTCH.



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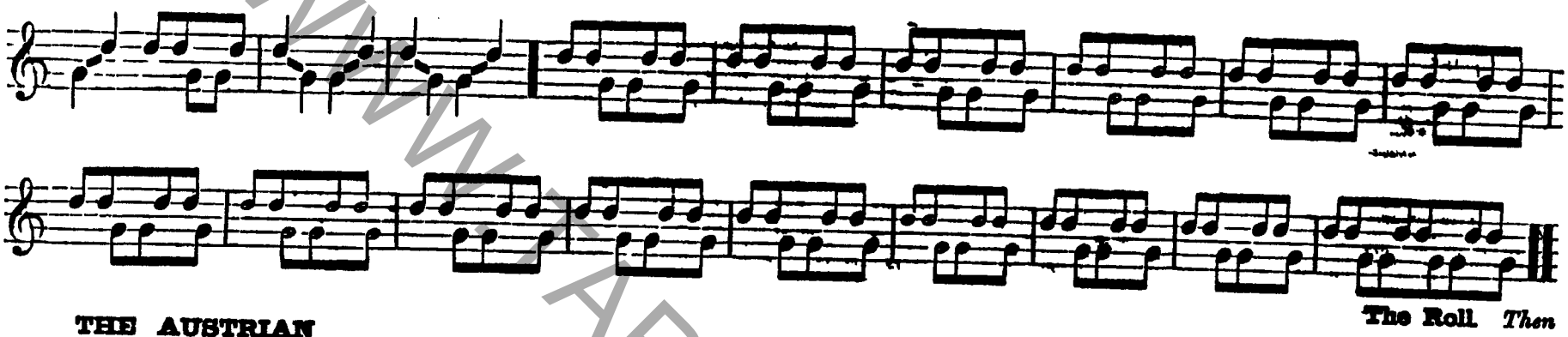
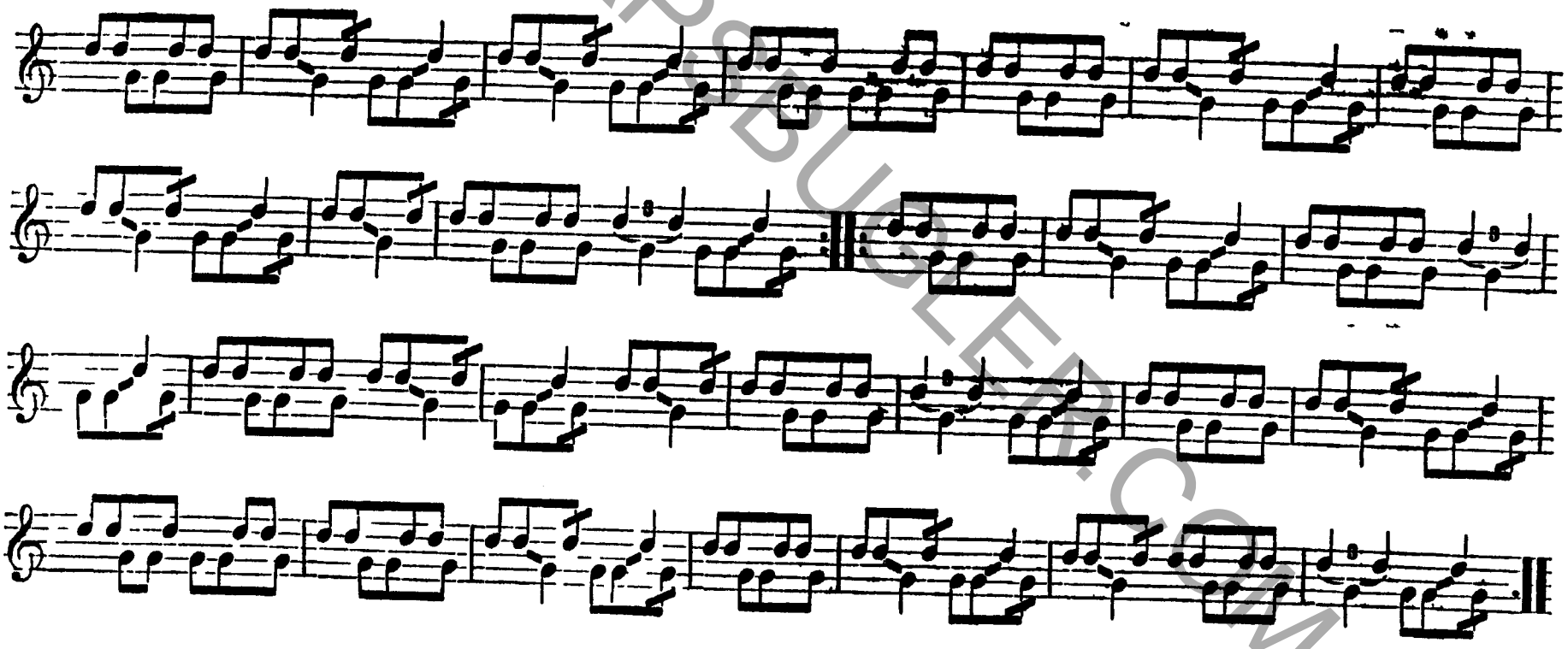


The Roll *Then*

THE AUSTRIAN



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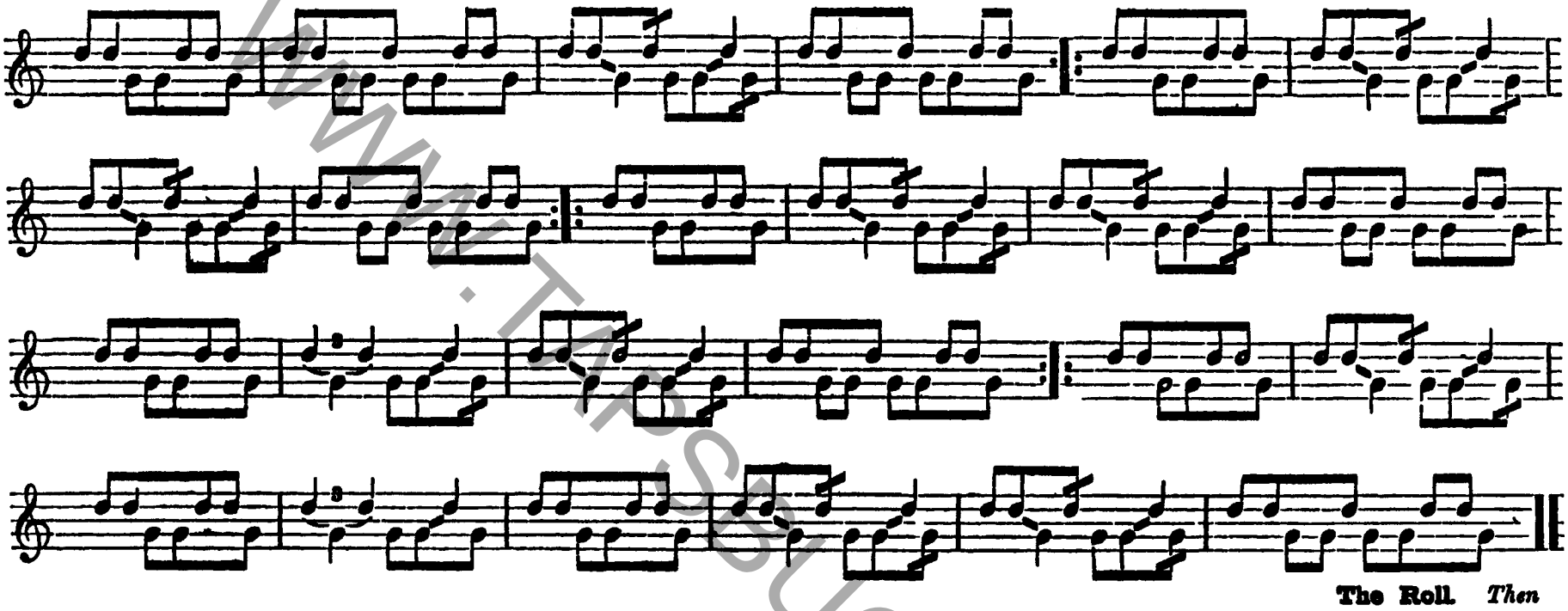
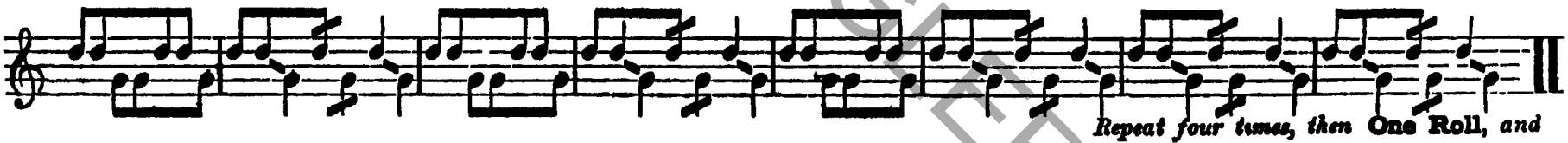
THE HESSIAN



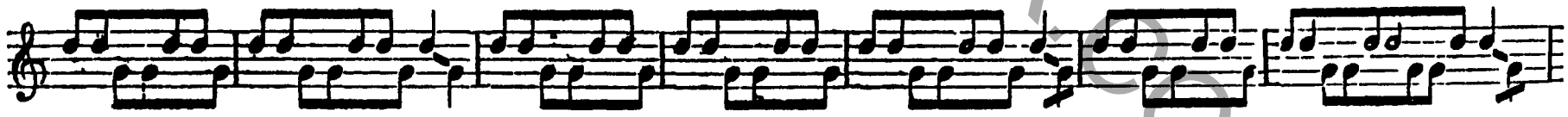
The Roll *Then*

THE DUTCH.



Repeat four times, then **One Roll**, *and*

THE DAWN OF THE DAY



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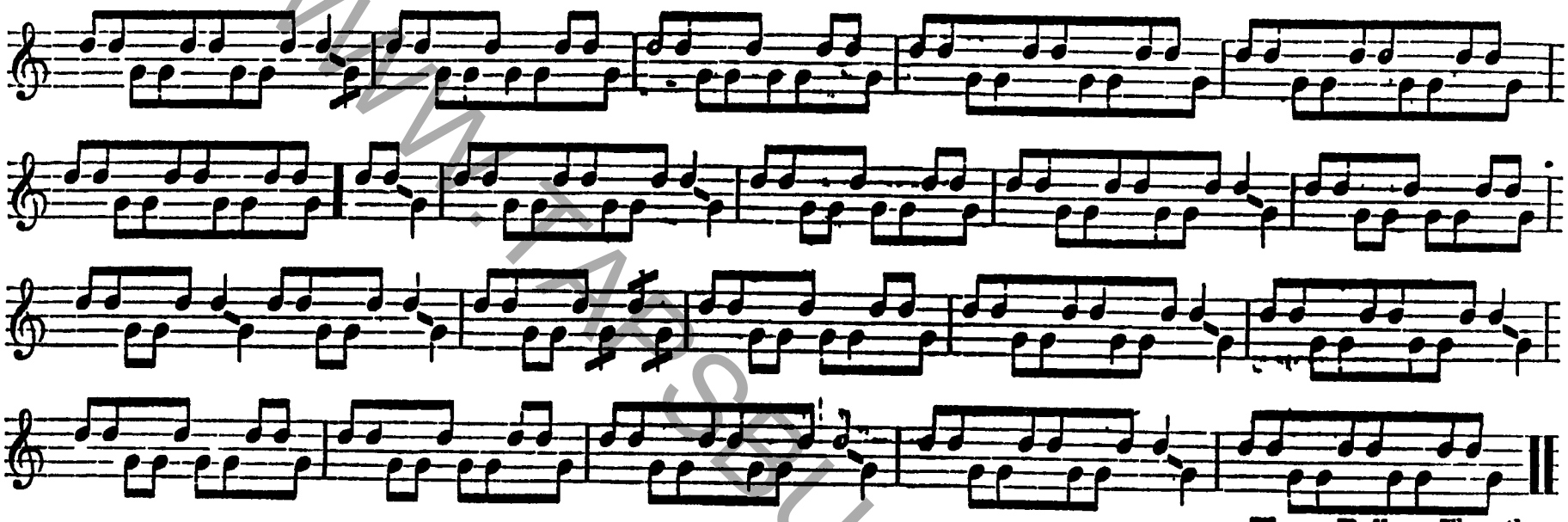
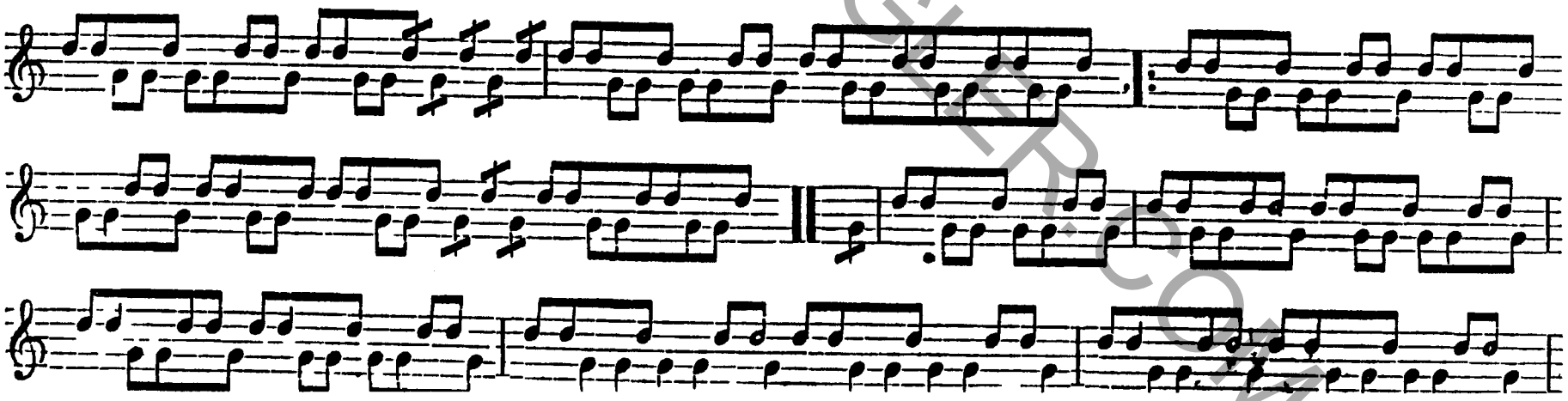


Three Rolls. *Then the*

QUICK SCOTCH.



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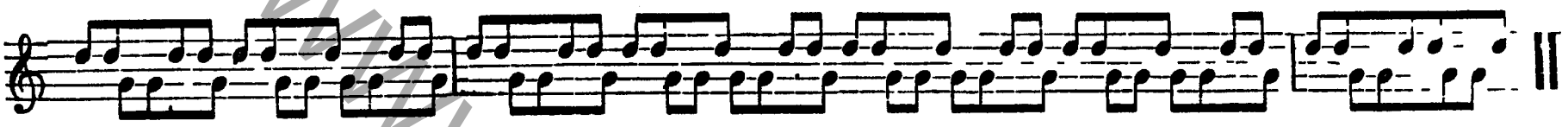
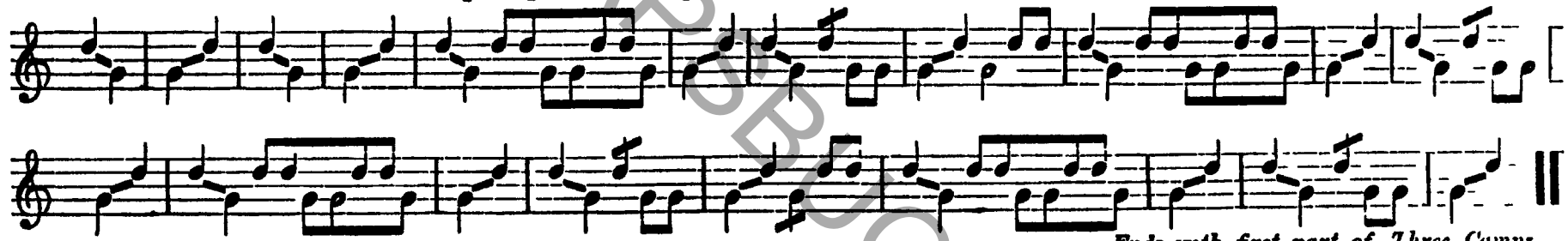


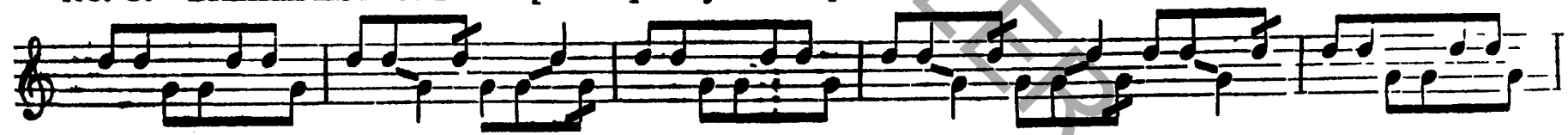
No. 3. FATIGUE CALL, or PIONEER'S MARCH.

No 4. DOCTOR'S CALL. [*To report the Sick*]

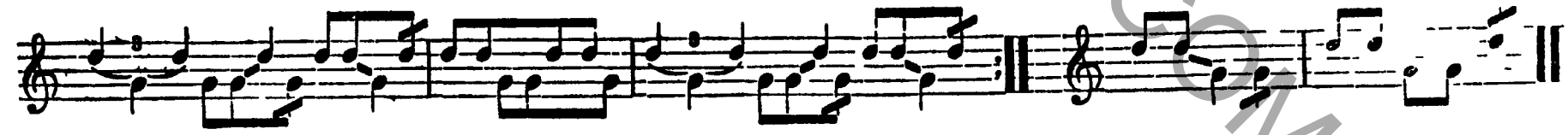


Ends with first part of Three Camps

No. 5. BREAKFAST CALL. [*To be repeated four times*]



No. 6 ADJUTANT'S CALL



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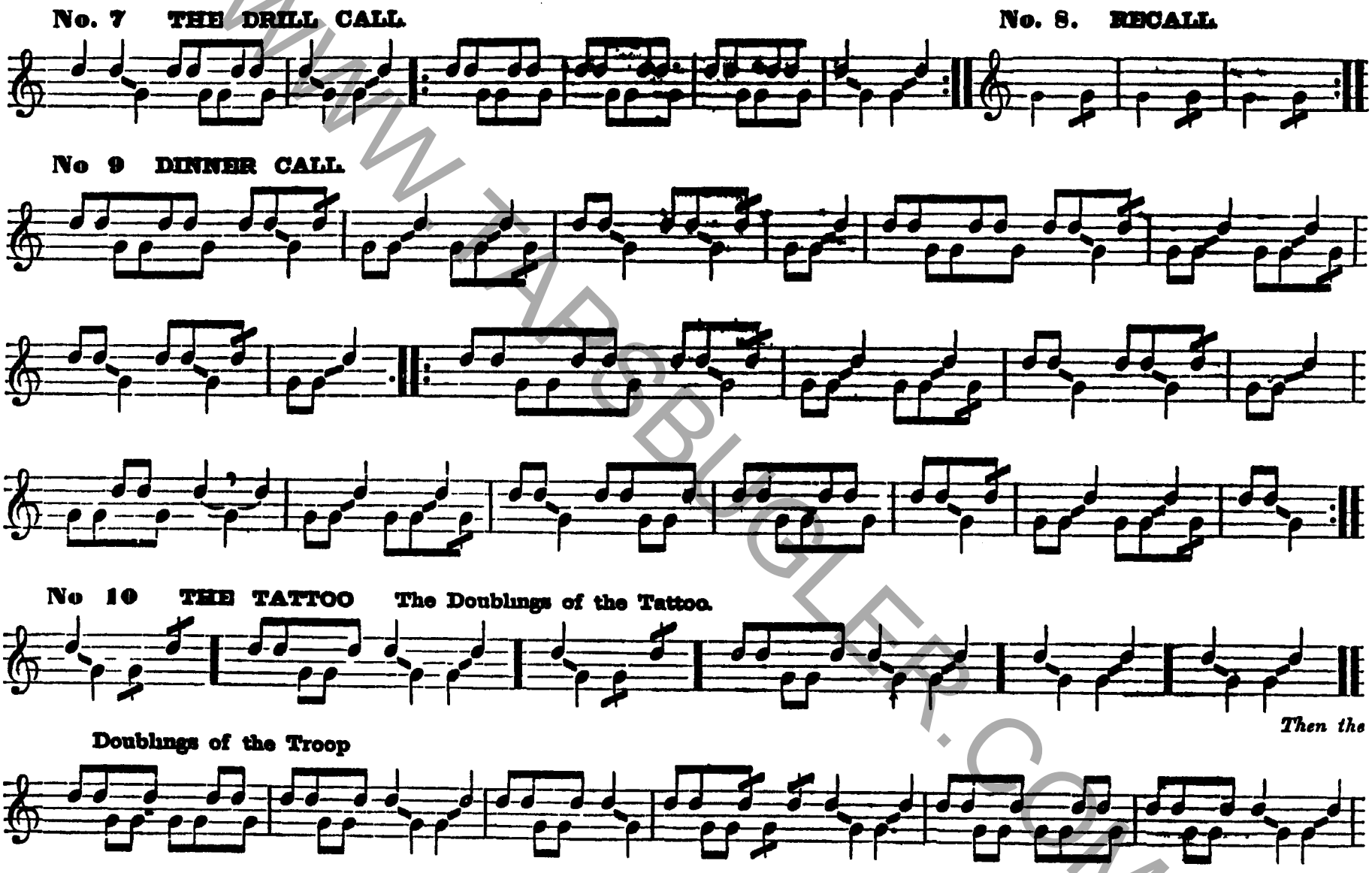

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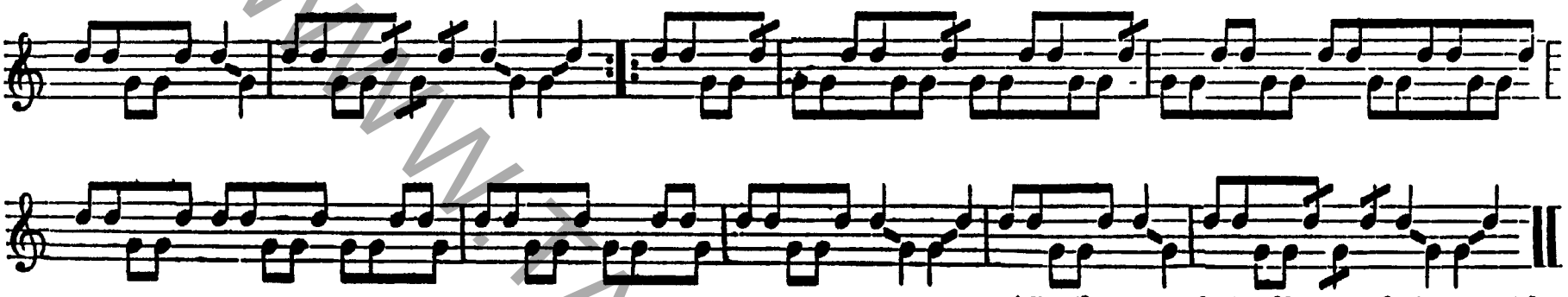
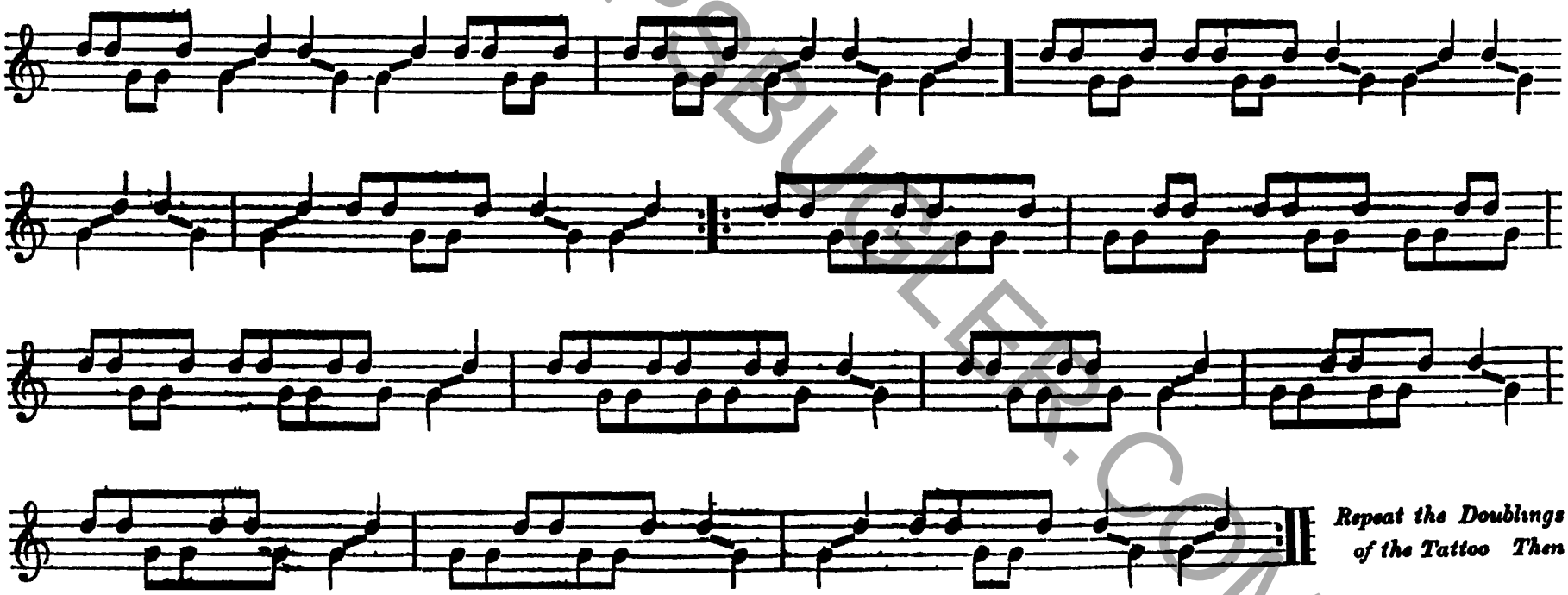


After this repeat the Doublings of the Tattoo Then

THE TROOP.



Repeat the Doublings of the Tattoo Then

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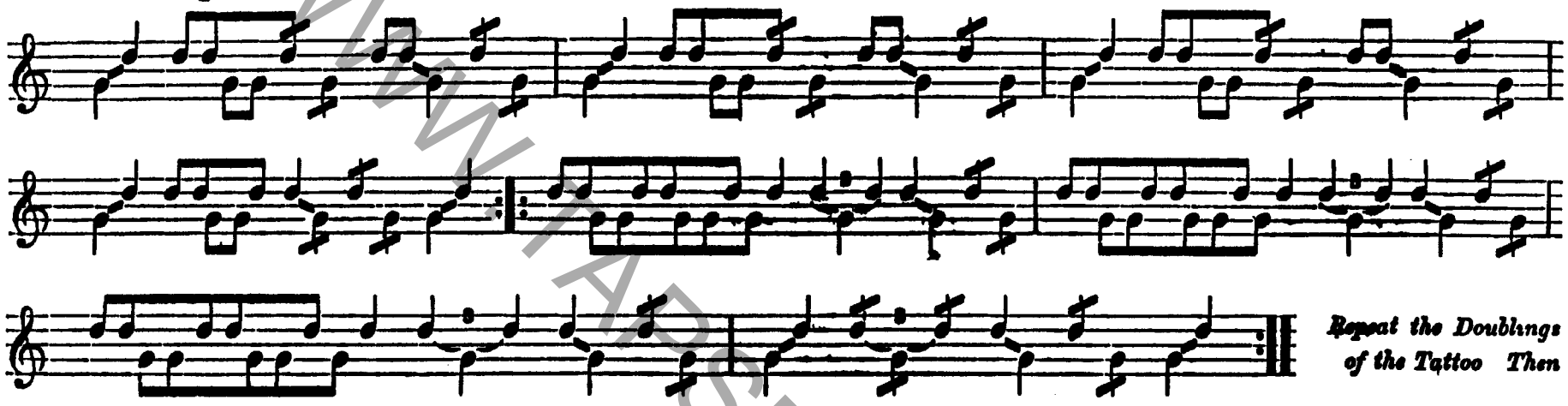
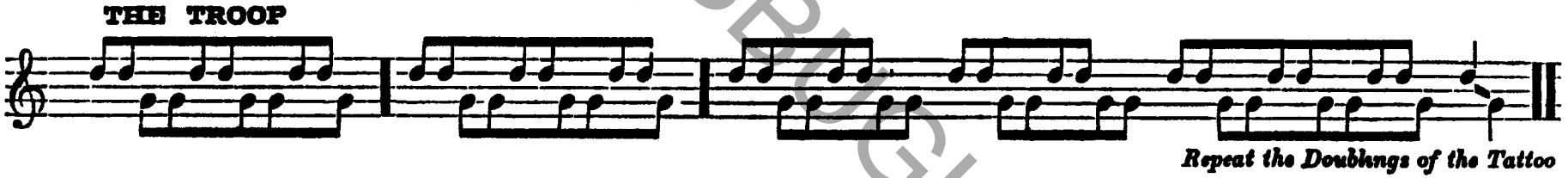
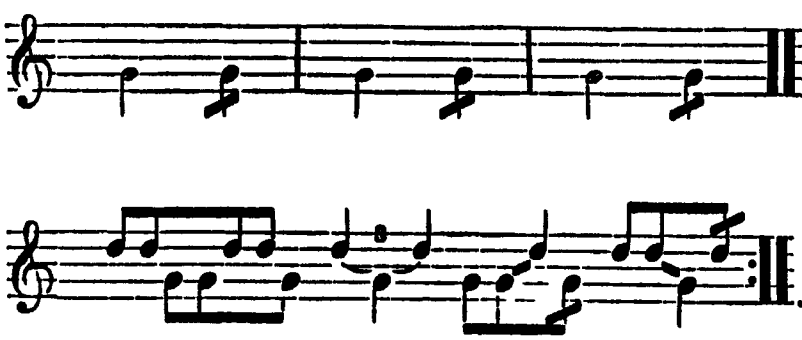
THE QUICK RETREAT



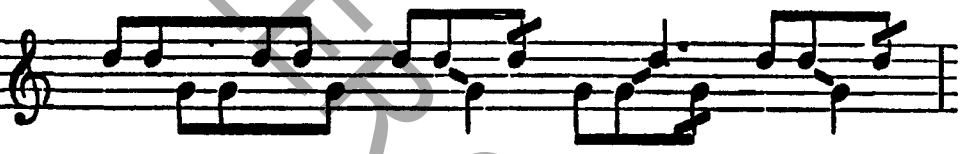
THE TROOP



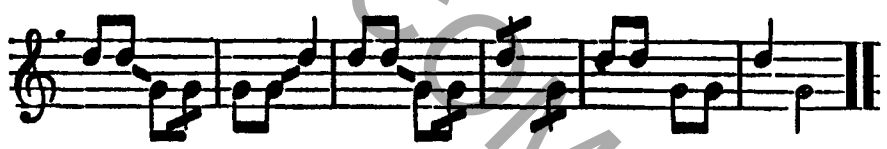
No 11. THE TAPP



No. 12. YANKEE DOODLE



No. 13. RISING OF THE TROOP



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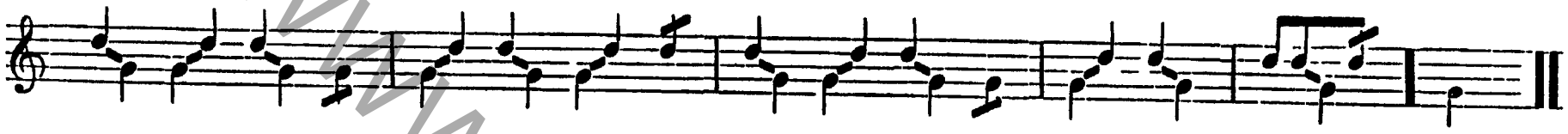
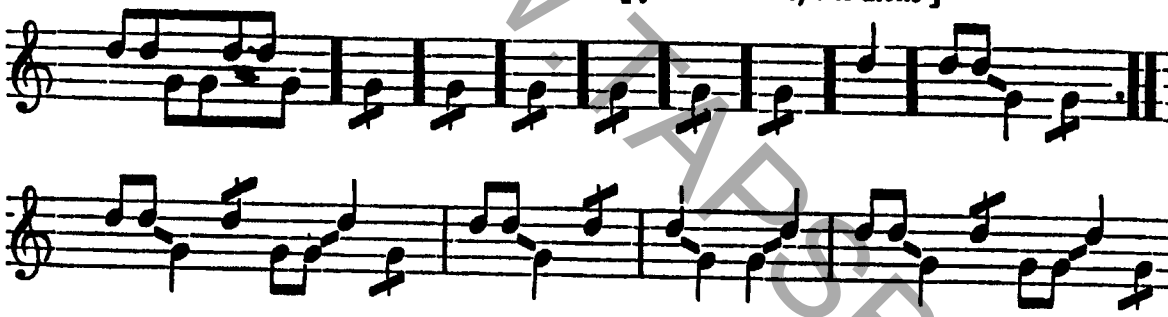
No. 14 THE ROGUE'S MARCH*

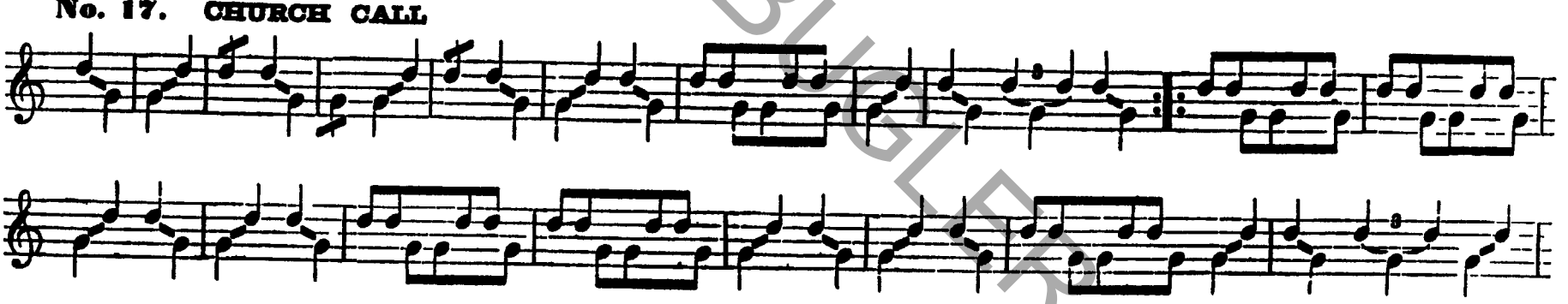


No. 15. FUNERAL MARCH [*If two drums, one Rolls*]

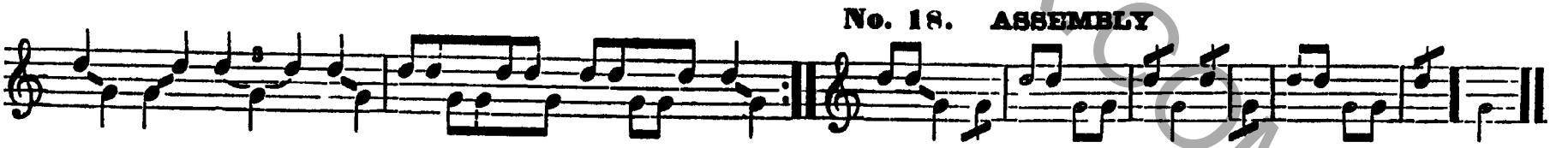


No 16 SCHOOL CALL.

No. 17. CHURCH CALL



No. 18. ASSEMBLY



* *The Rogue's March is used to drum out soldiers unworthy to remain in the service If two drums one Rolls*

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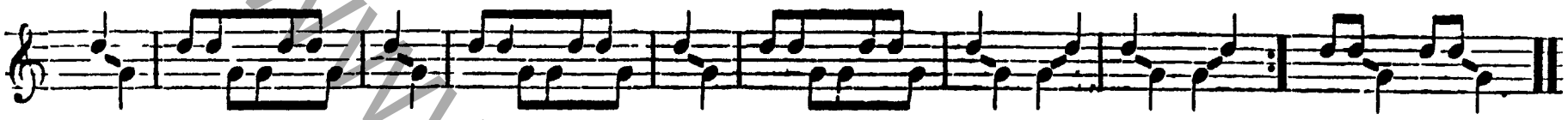
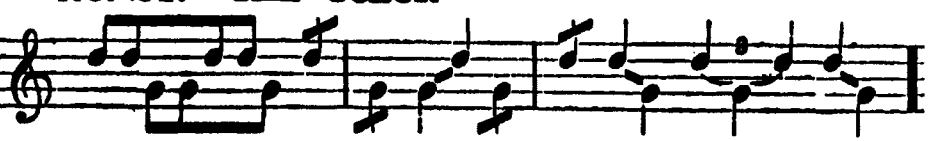
No 19. FIELD OFFICERS' CALL



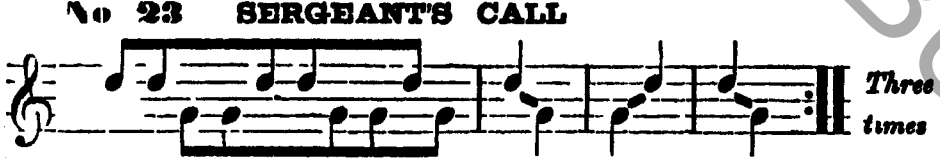
No 20 ALL OFFICERS' CALL

No. 21. THE COLOR

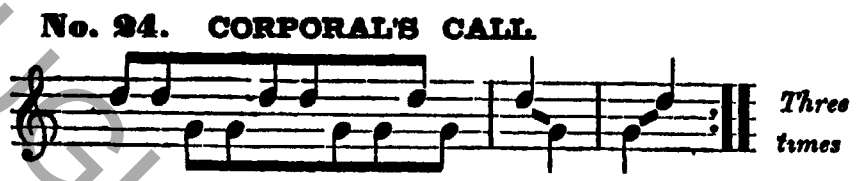


No. 22. FIRST SERGEANT'S CALL.

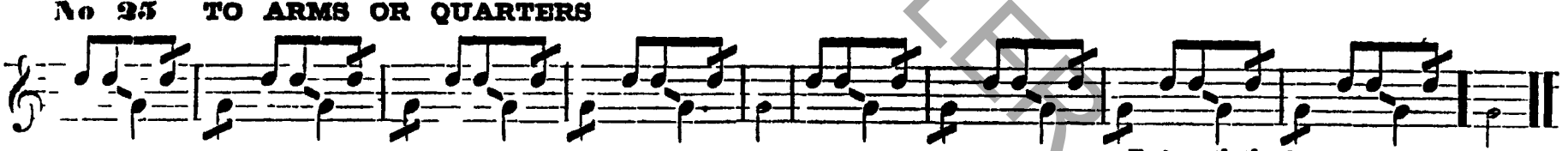
No 23 SERGEANT'S CALL



No. 24. CORPORAL'S CALL.



No 25 TO ARMS OR QUARTERS



Ends with the first part of Three Camps

No 26 TO RECALL DETACHMENT

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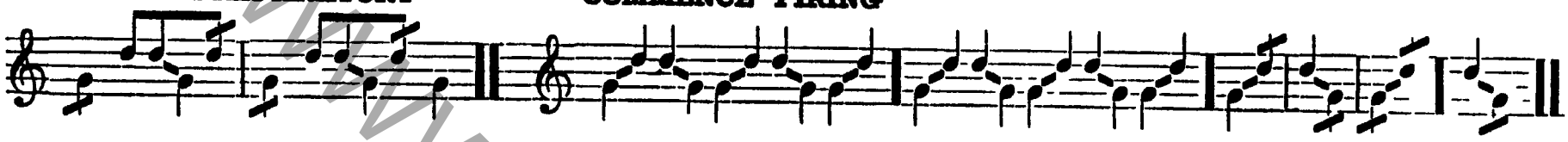
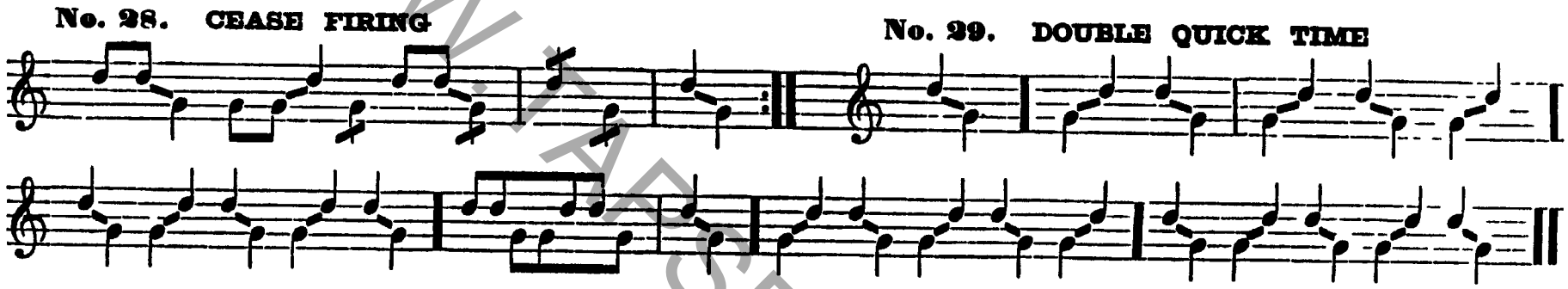
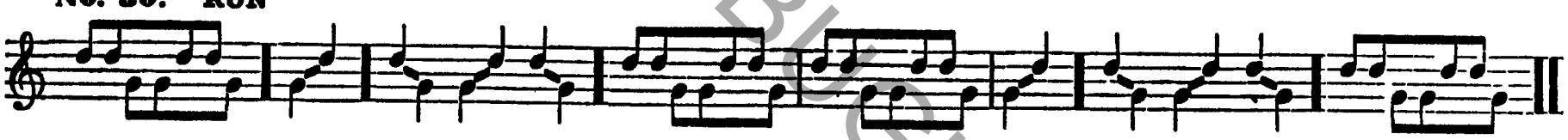
No 27 PREPARATORY COMMENCE FIRING



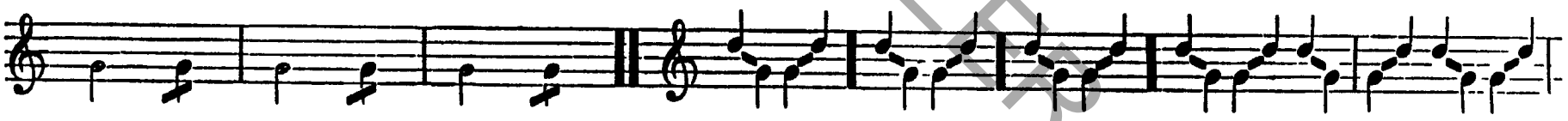
No. 28. CEASE FIRING No. 29. DOUBLE QUICK TIME



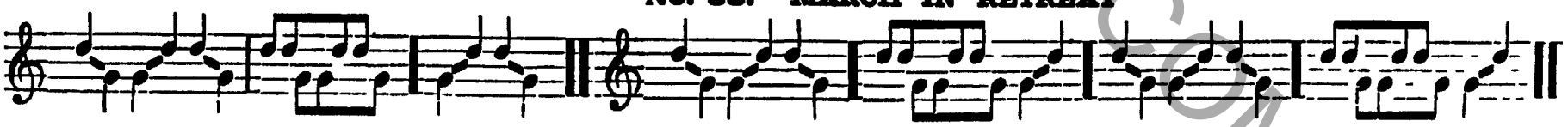
No. 30. RUN



No. 31. FRONT TO MARCH SLOW No. 32. HALT



No. 33. MARCH IN RETREAT



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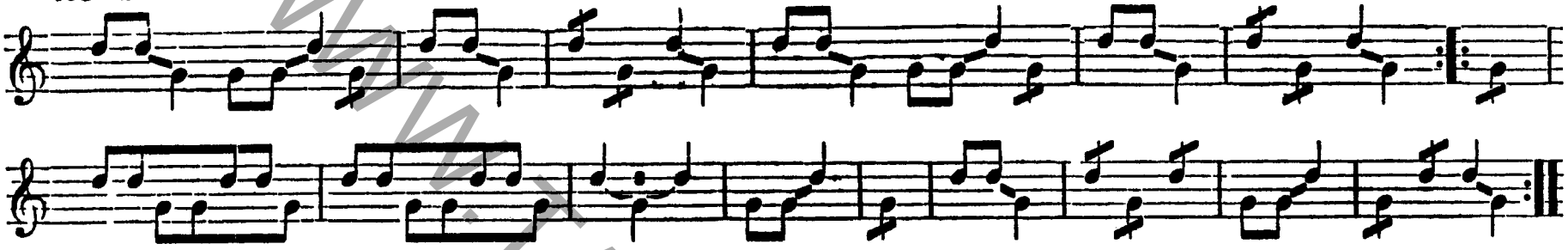
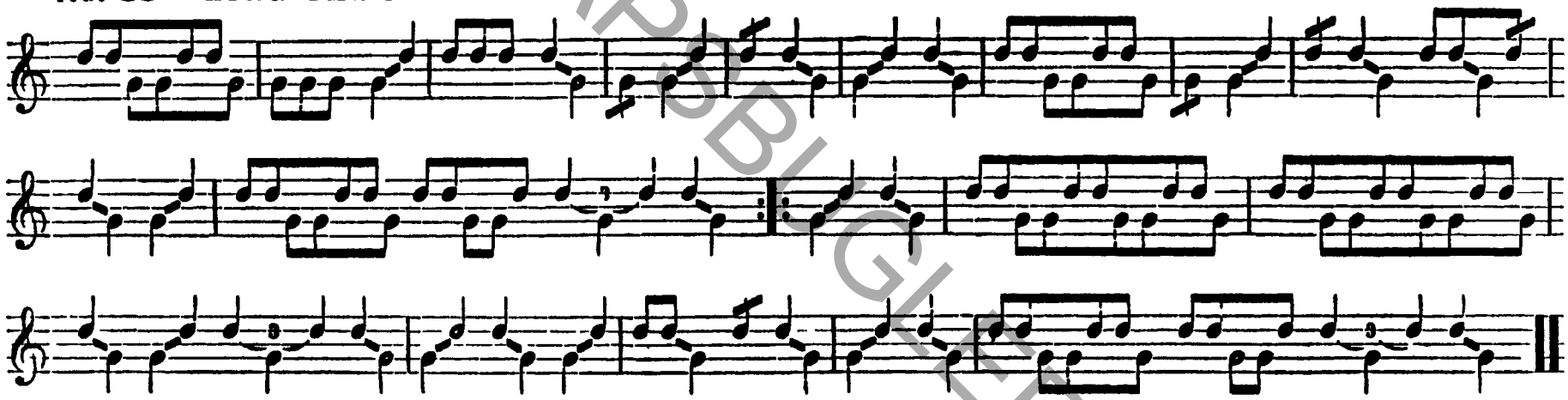
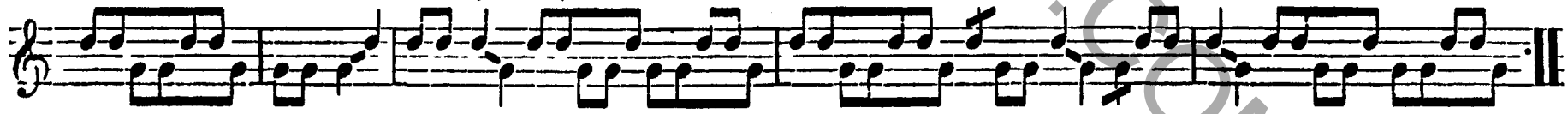
No 34 THE GENERAL*



No. 35 LONG MARCH



No 36. COMMON TIME (No 1)



A signal for striking tents it begins and ends with Three Rolls After the last Roll repeat once through.

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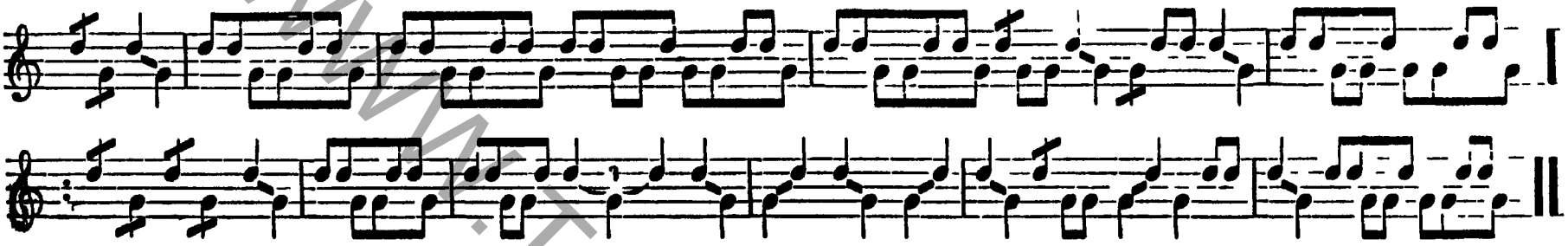
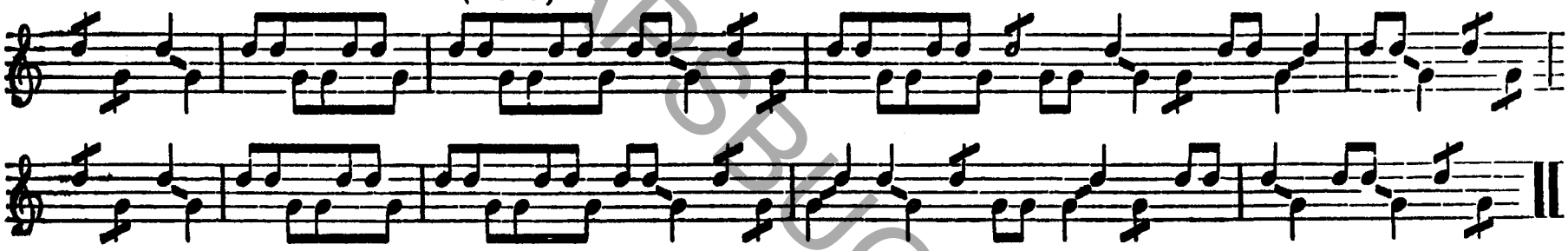
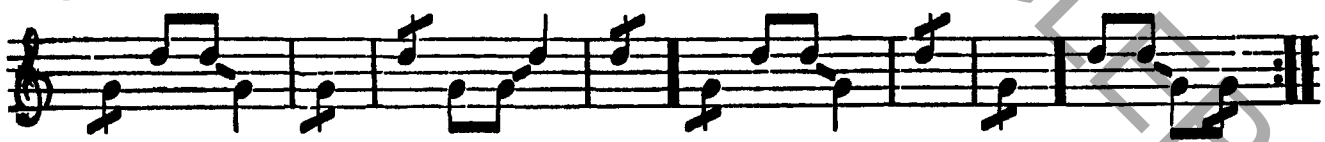
No 37 COMMON TIME (No 2)



No. 38. COMMON TIME (No 3)



No. 39. RETREAT



Begins and ends with **Three Rolls,** *and the first part once through*

No. 40. WATER CALL.

No. 41. WOOD CALL.

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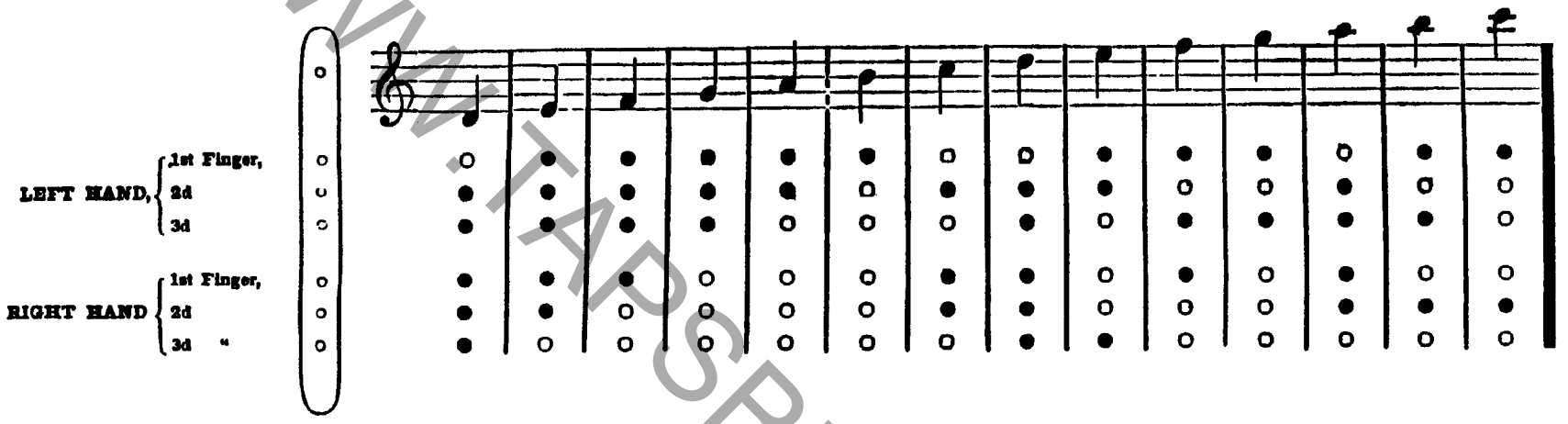
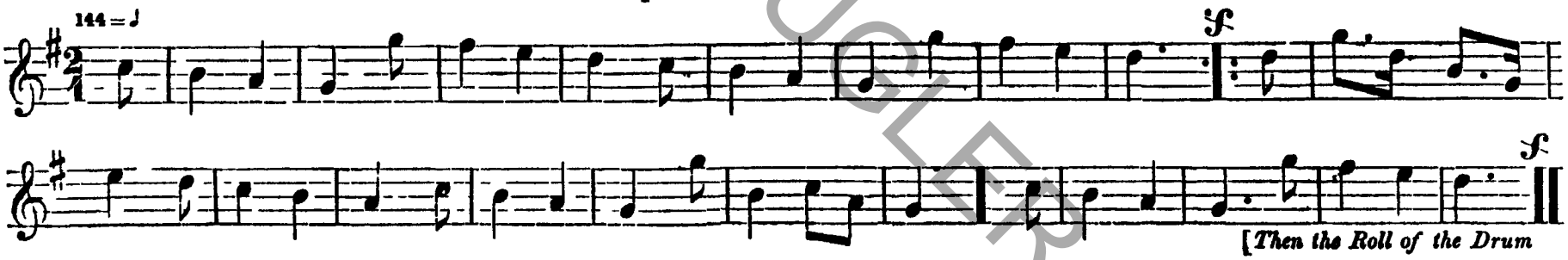
FIFE SCHOOL.

GAMUT FOR THE FIFE.



No 2 THE REVEILLE Three Camps.



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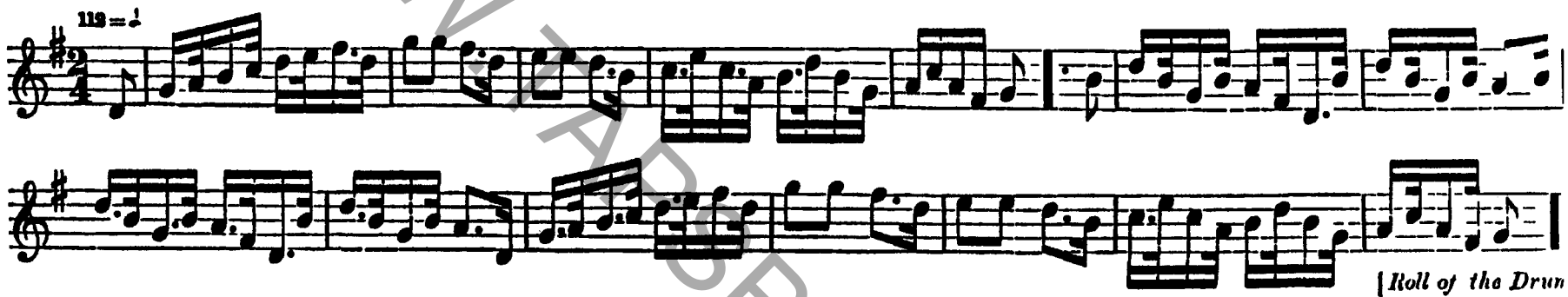
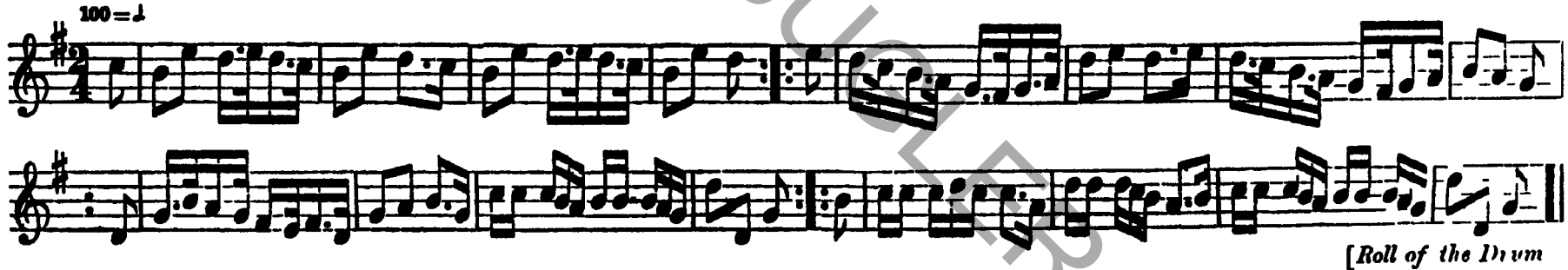
SLOW SCOTCH.

THE AUSTRIAN.



THE HESSIAN.



THE DUTCH.

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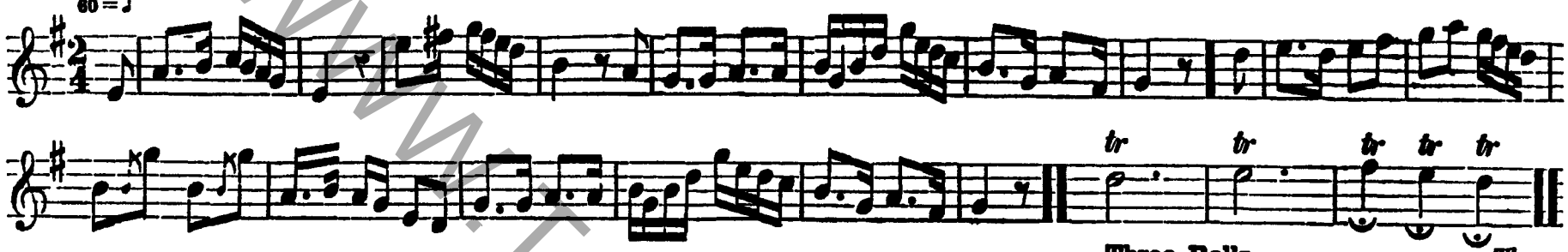
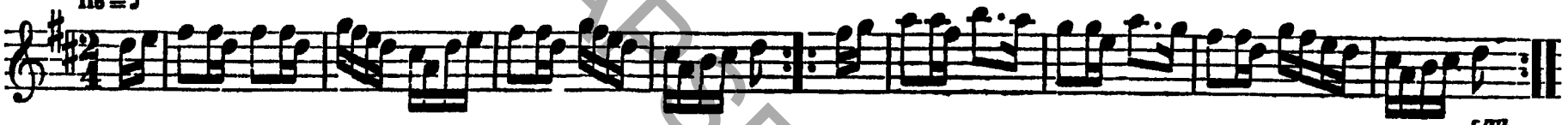
THE DAWN OF THE DAY

60 = ♩



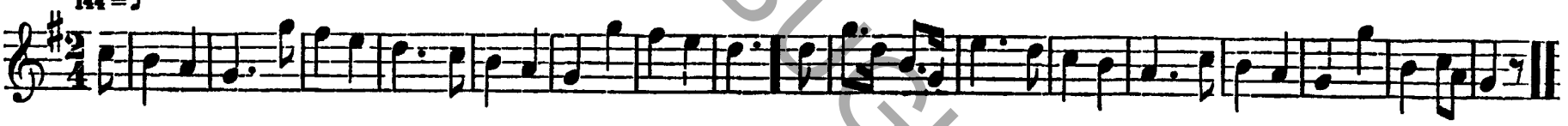
QUICK SCOTCH.

116 = ♩



THREE CAMPS *(To finish)*

144 = ♩

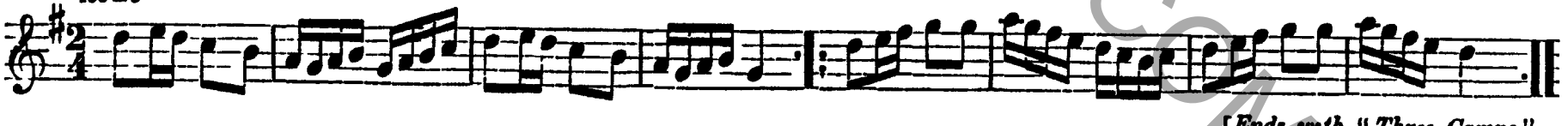


No 3 FATIGUE CALL.

100 = ♩

No 4 DOCTOR'S CALL.

100 = ♩



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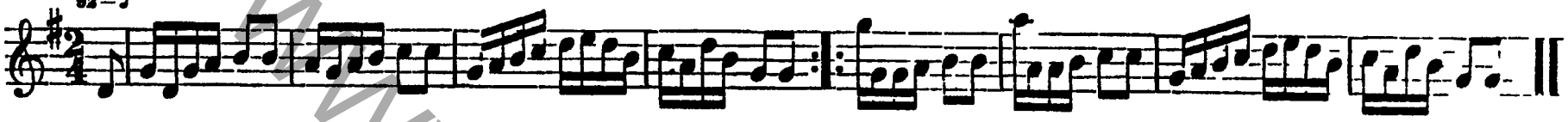
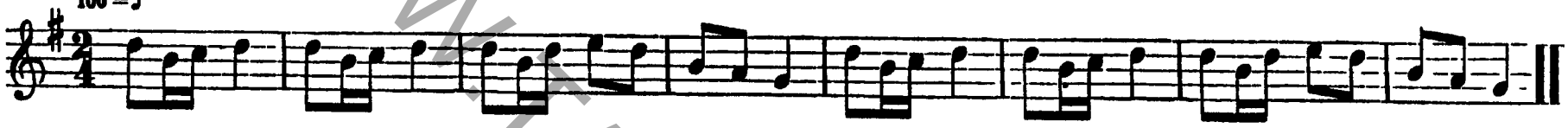
No 5 BREAKFAST CALL.

92 = ♩



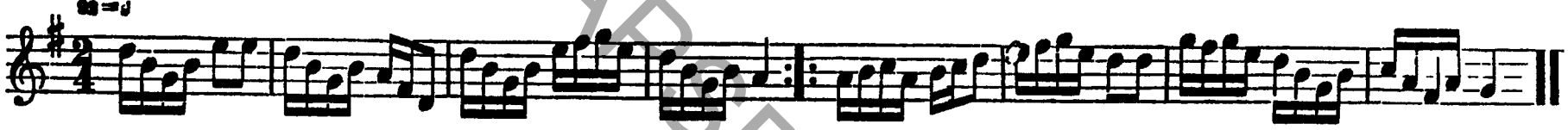
No. 6. ADJUTANT'S CALL.

100 = ♩



No. 7. DRILL CALL

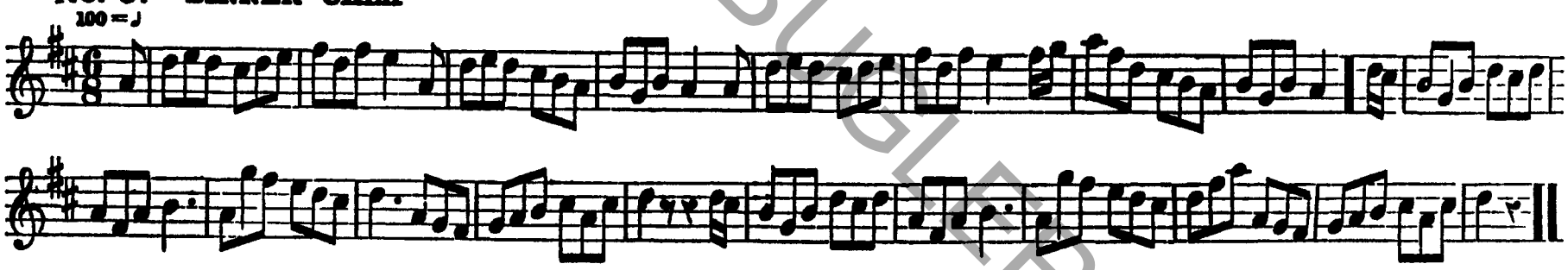
92 = ♩



No. 8 RECALL—Drum alone

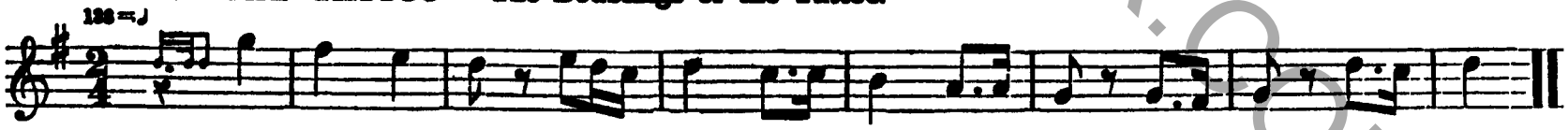
No. 9. DINNER CALL.

100 = ♩



No. 10. THE TATTOO The Doublings of the Tattoo.

126 = ♩



Then the

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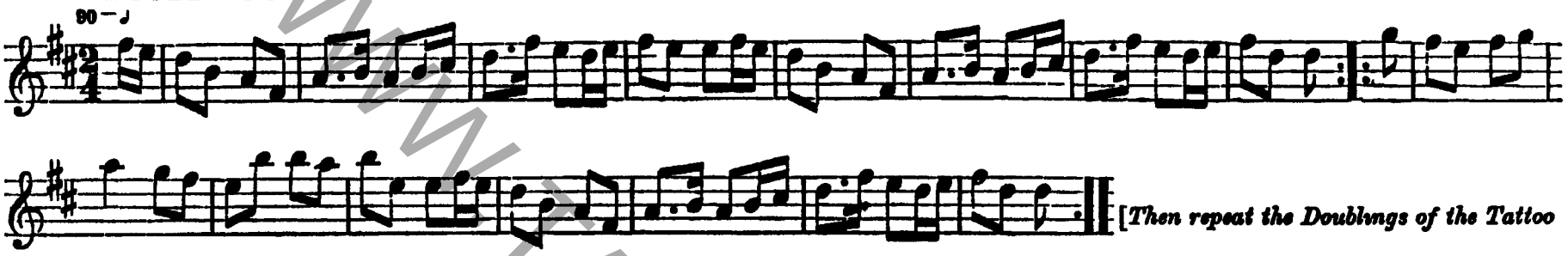
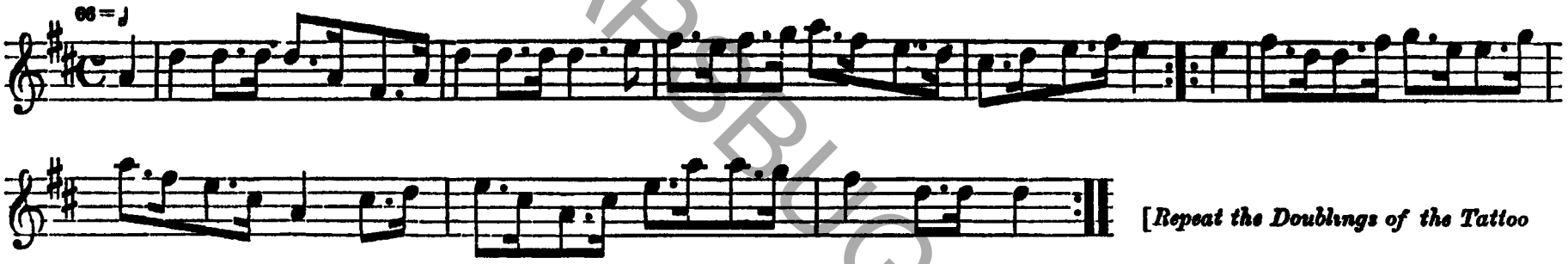
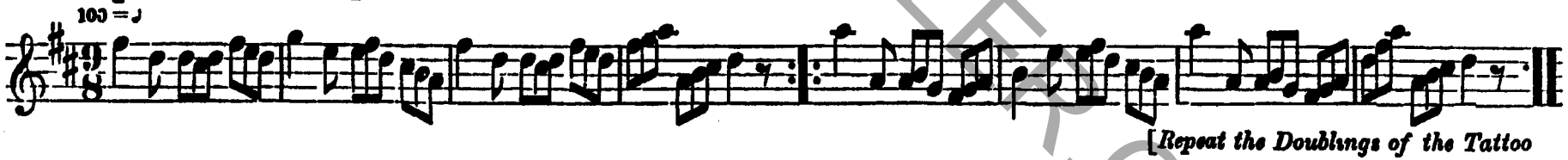
DOUBLINGS OF THE TROOP



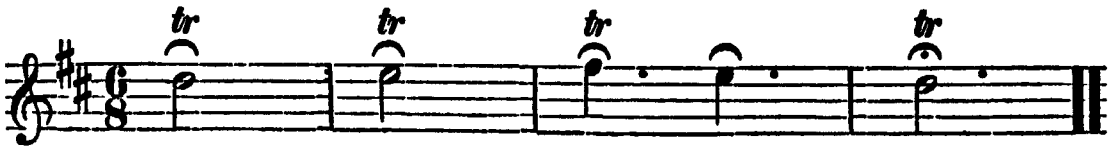
TROOP MARCH.



QUICK RETREAT



THE TROOP



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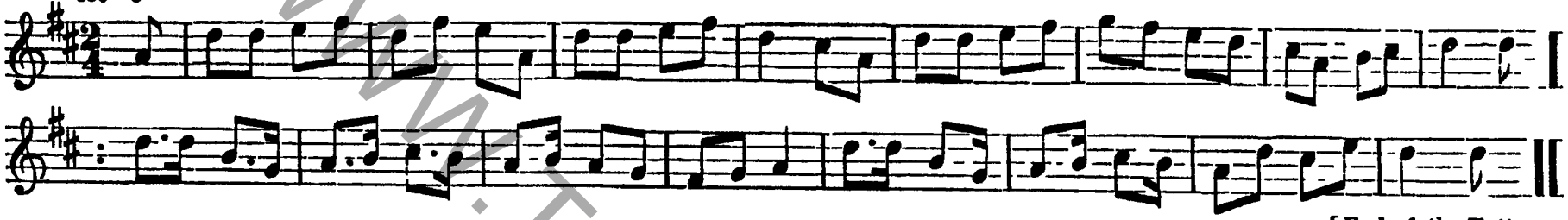
No. 12 YANKEE DOODLE

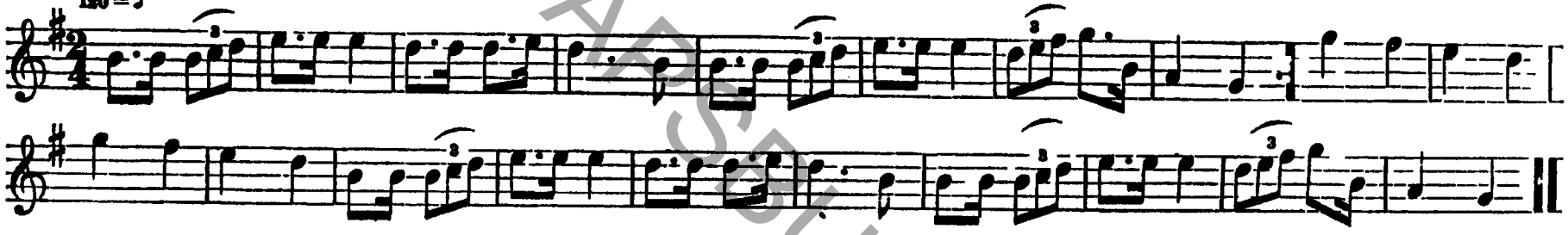
100 = ♩



[*End of the Tattoo*

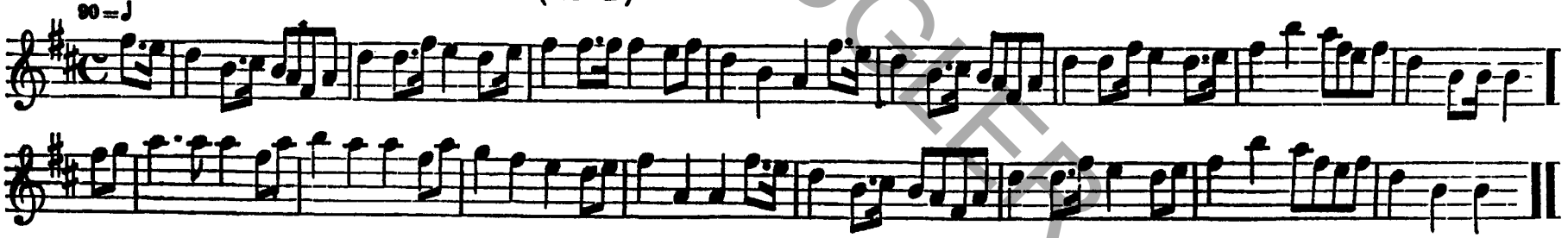
No. 14. ROGUE'S MARCH

120 = ♩



No. 15. FUNERAL MARCH (No 1)

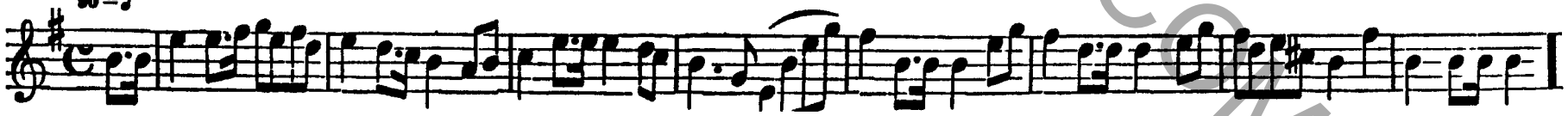
90 = ♩



FUNERAL MARCH (No 2)

A J VAAS

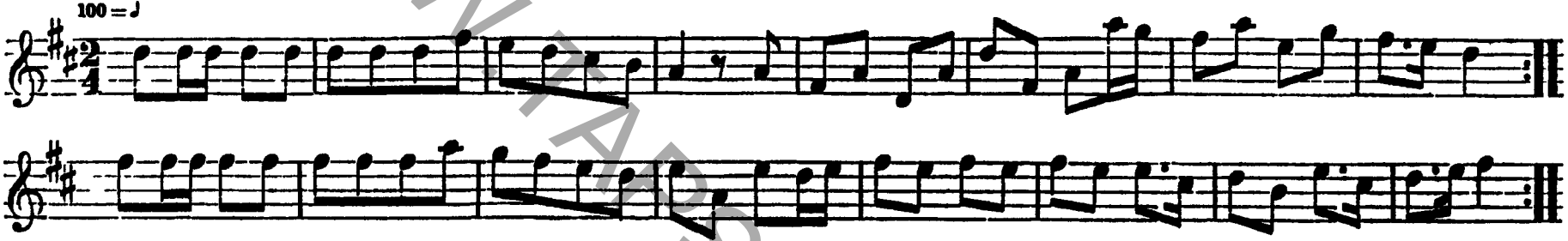
90 = ♩



WWW.TARSBUGLER.COM

No 17 CHURCH CALL.

100 = ♩

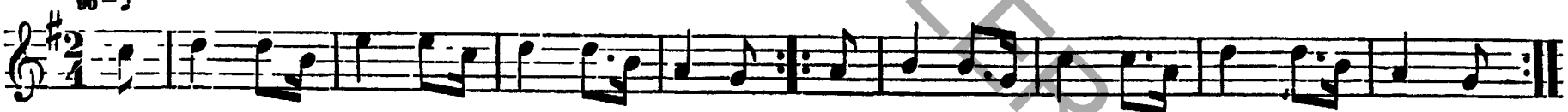


No 21 THE COLORS

80 = ♩.

No 25 TO ARMS

90 = ♩



[*Ends with the Three Camps*

No 34 THE GENERAL.

100 = ♩

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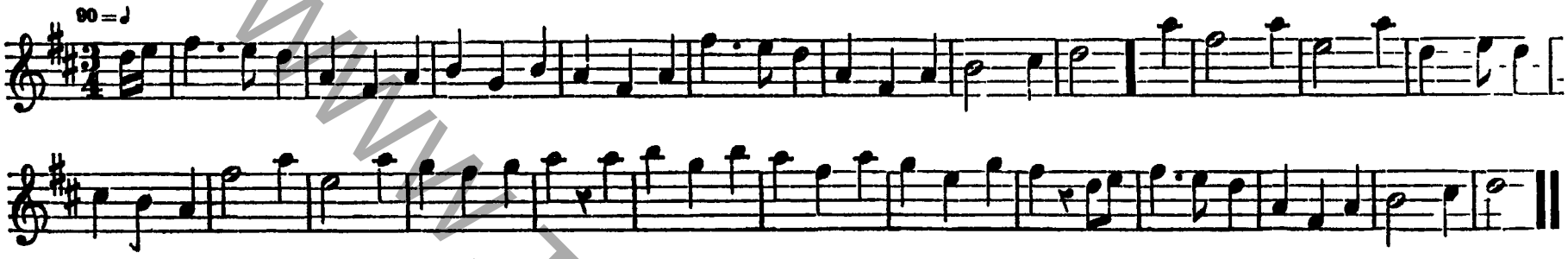
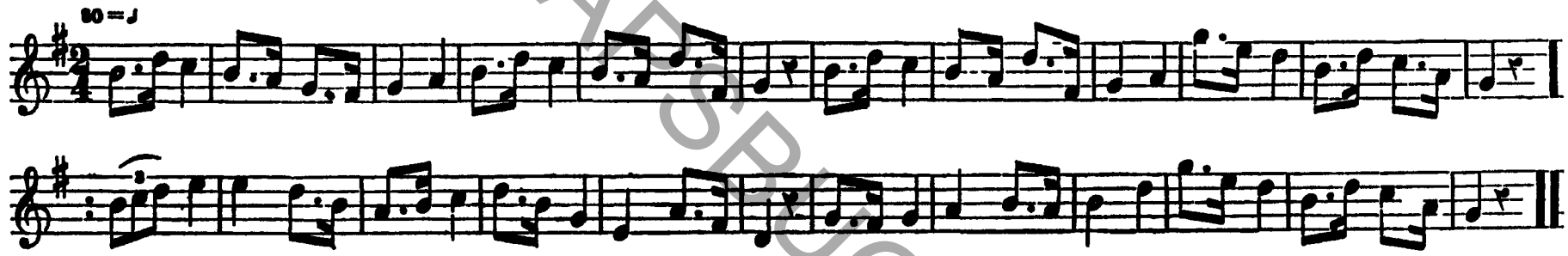
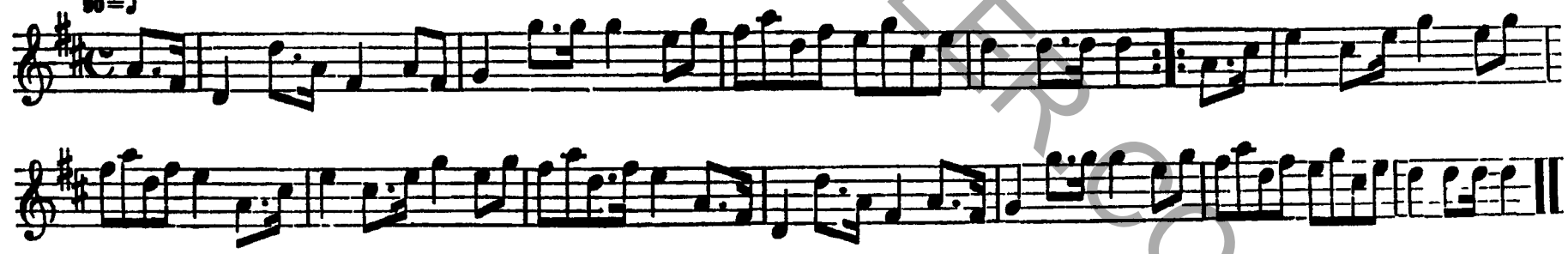
No 1. DUTCH (Waltz)



No. 2. SLOW RETREAT



No. 3. SLOW MARCH.



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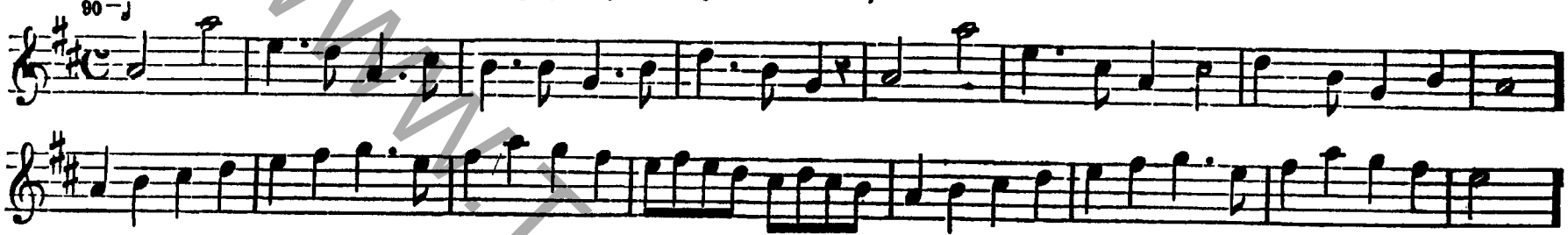
No 4 SLOW SCOTCH (As played by Fife major ROBERTSON)

90 — ♩

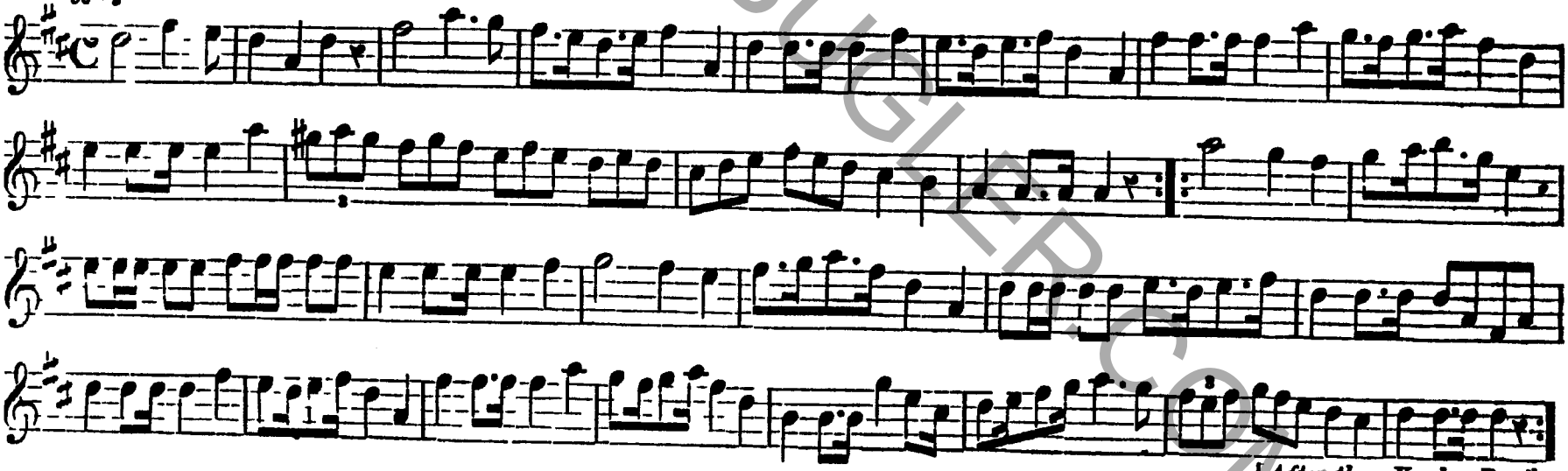


No 5 NEVIN'S SLOW RETREAT

80 — ♩

No 6 HAIL COLUMBIA.

90 = ♩



[*After this, Yankee Doodle*

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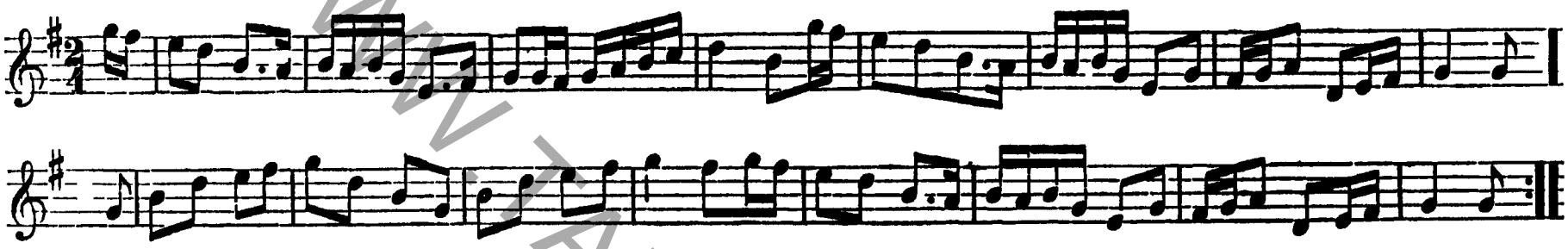
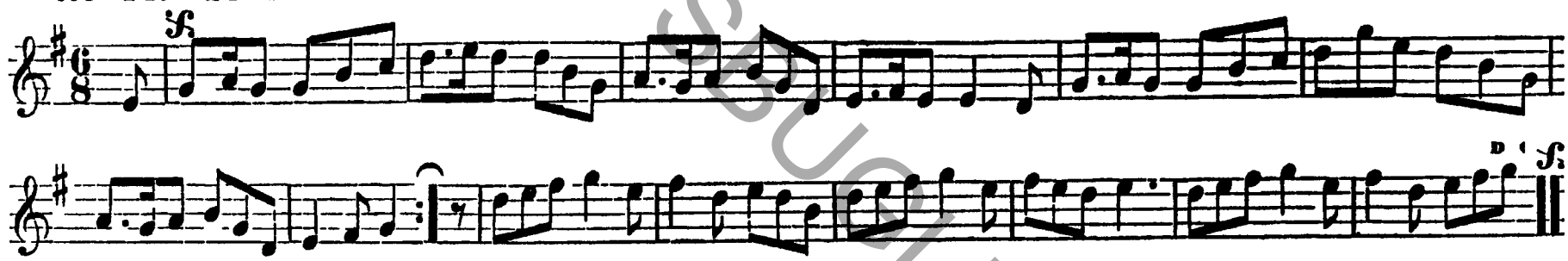
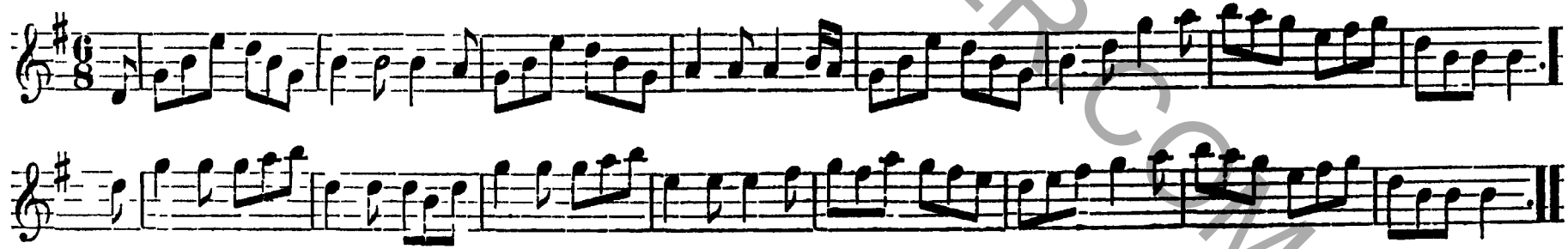
No 10. THE GIRL I LEFT BEHIND ME.



No 11. ST PATRICK'S DAY IN THE MORNING.



No 12 THE CAMPBELLS ARE COMING



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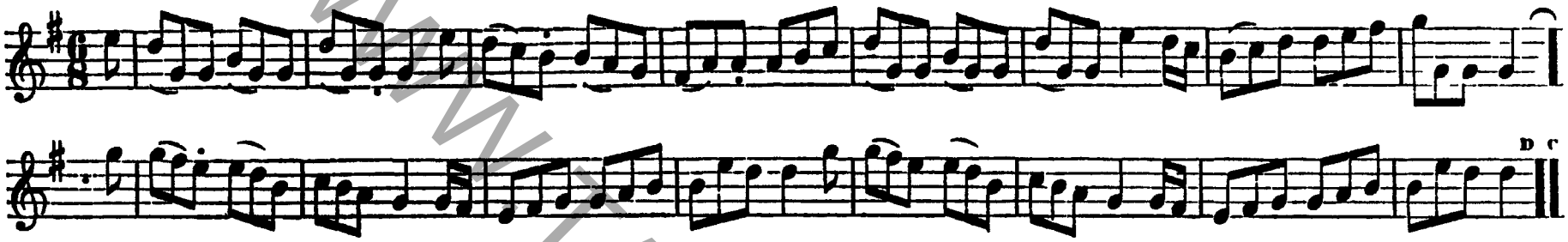
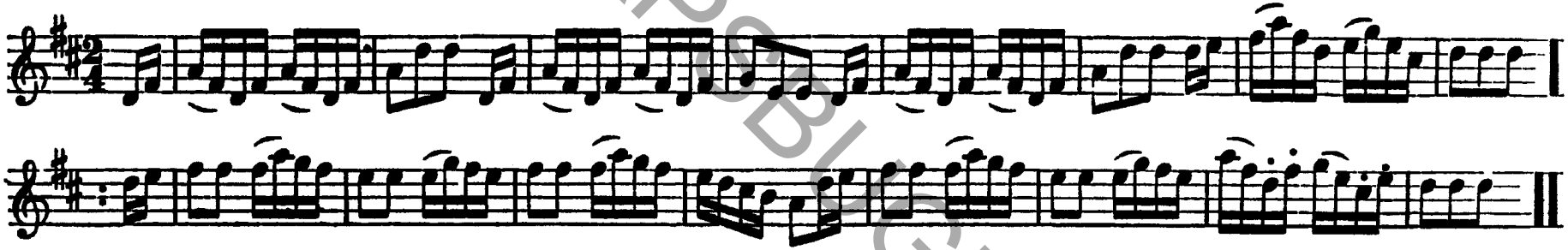
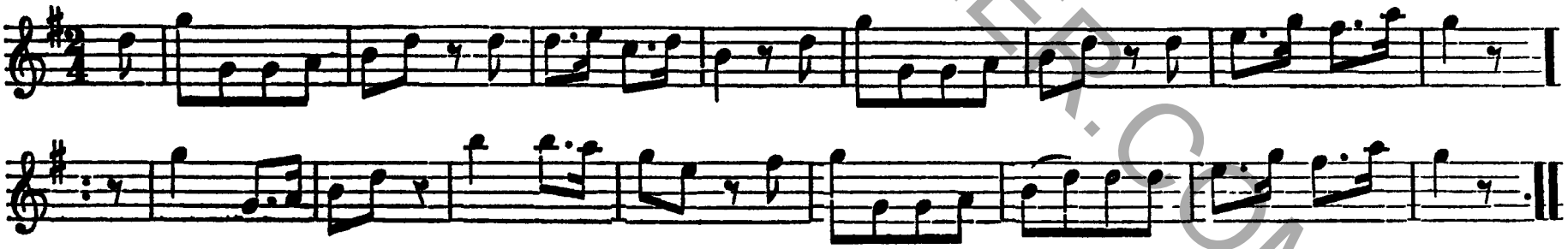
No 13 RORY O'MOORE



No. 14. SOLDIER'S JOY



No. 15. WAIT FOR THE WAGON



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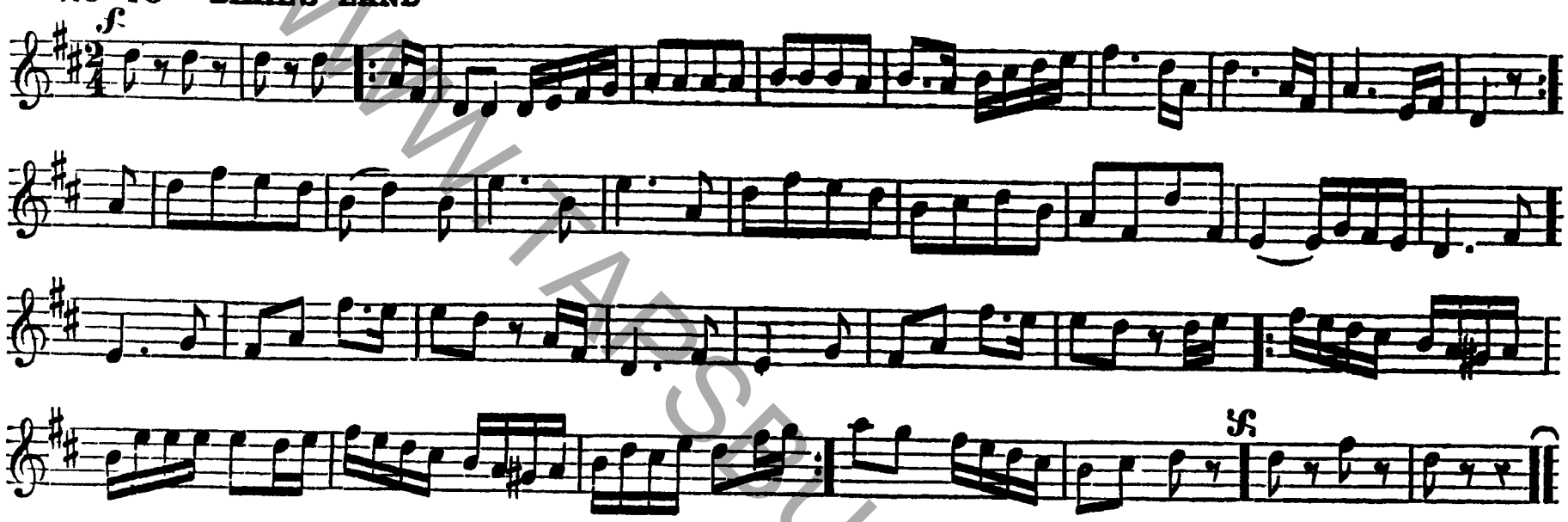
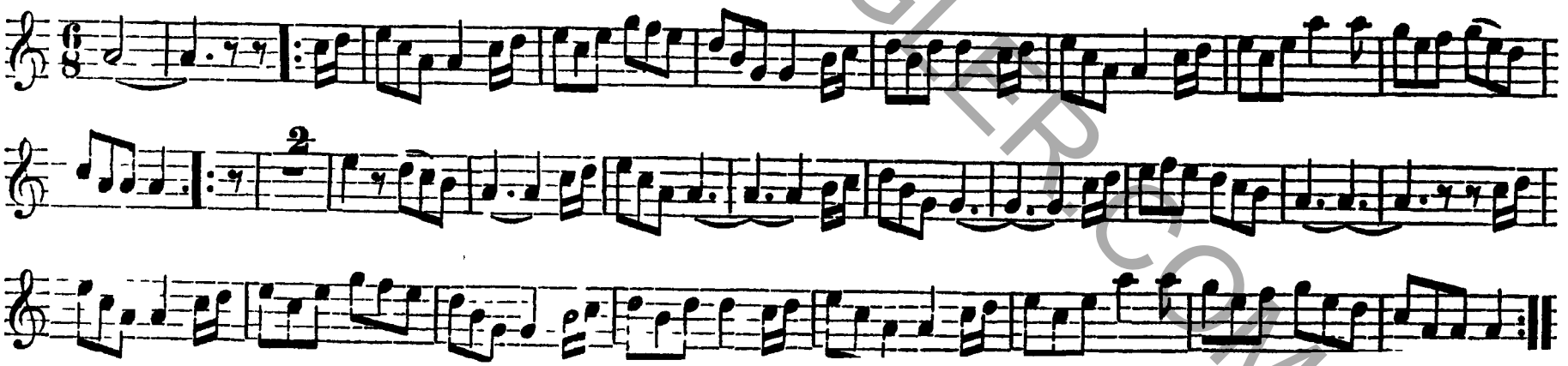
No 16 DIXIE'S LAND



No 17. IRISHMAN'S SHANTY



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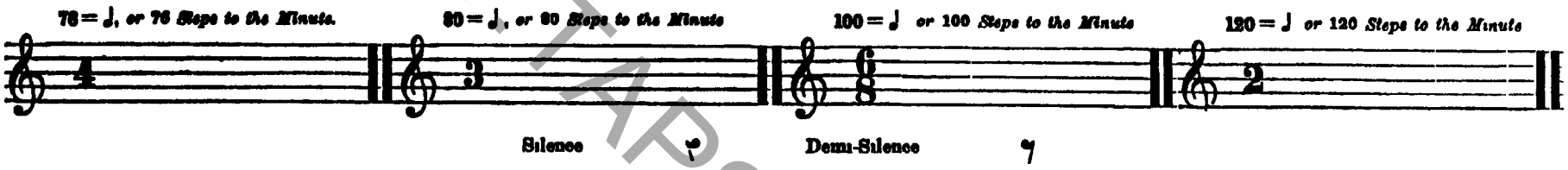
BUGLE SCHOOL.

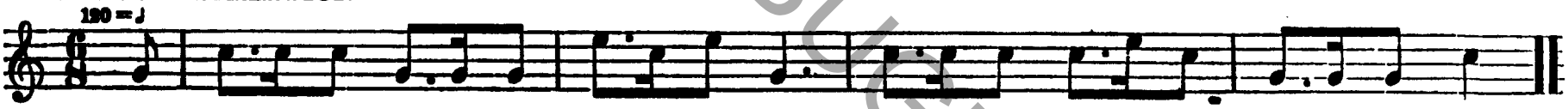
EXPLANATION OF THE SIGNS

MOVEMENT OF THE METRONOME

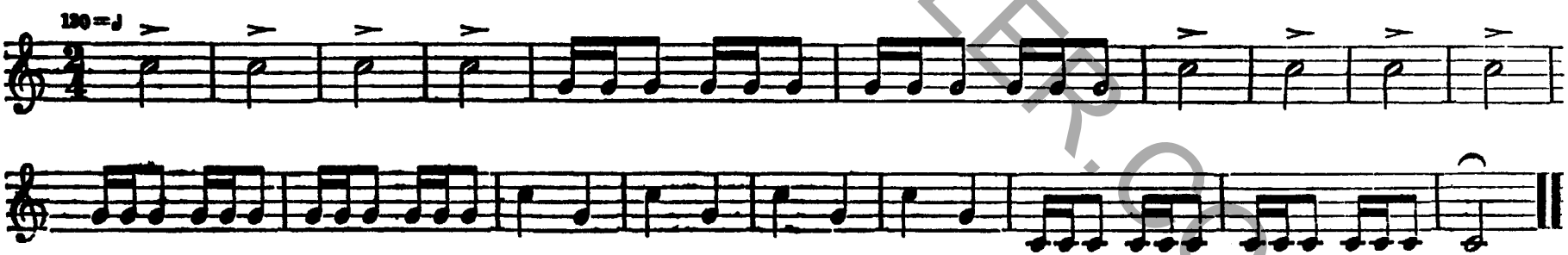


GENERAL CALLS.

No. 1. ATTENTION



No. 2. THE GENERAL



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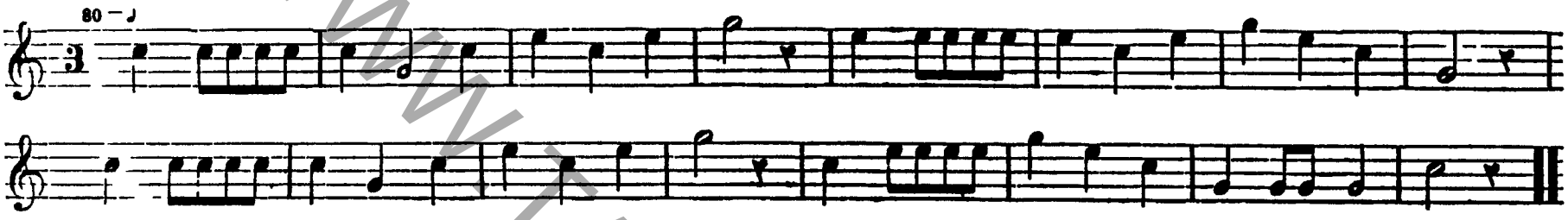
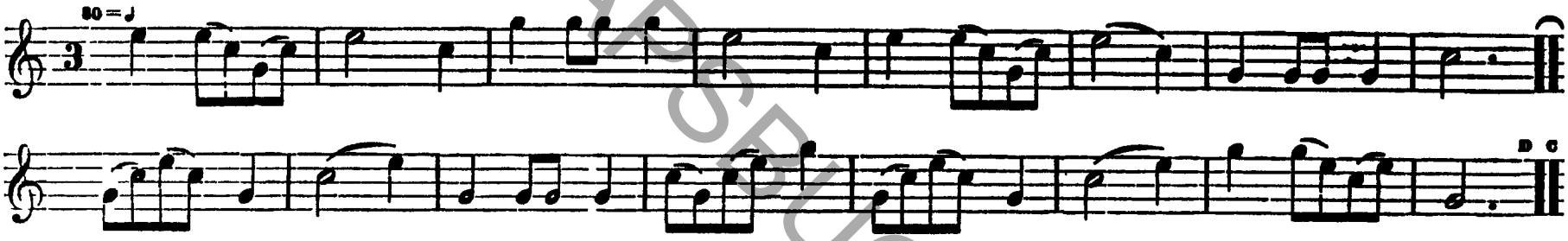
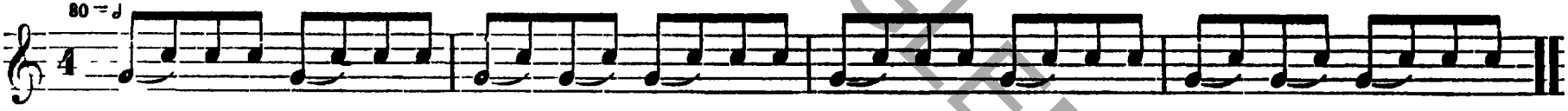
No 3 THE ASSEMBLY



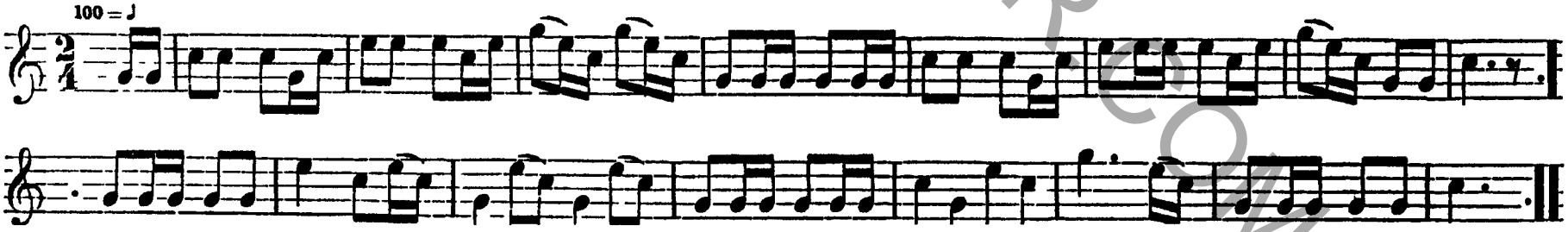
No 4 TO THE COLOR.



No 5 THE RECALL.



No 6 QUICK TIME



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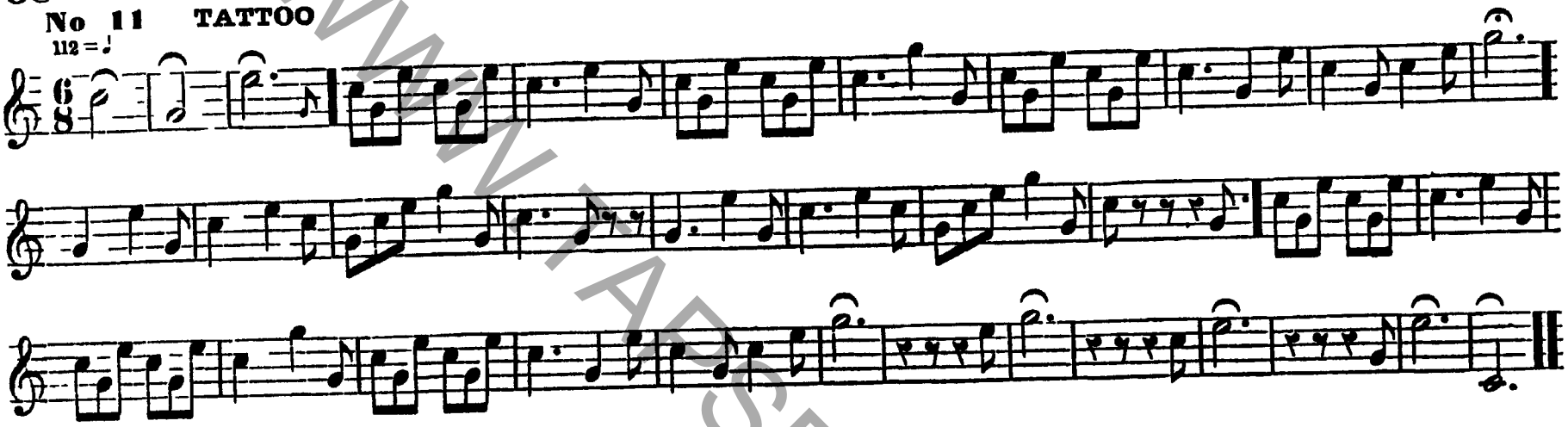
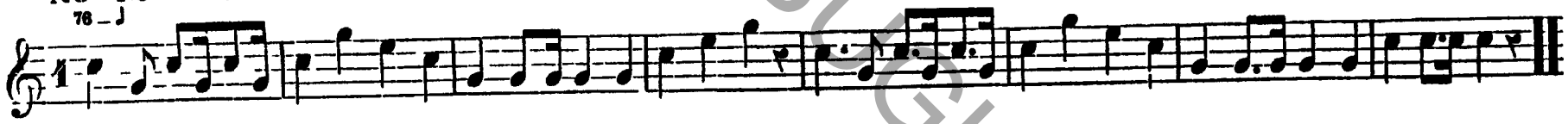
No 11 TATTOO

112 = ♩



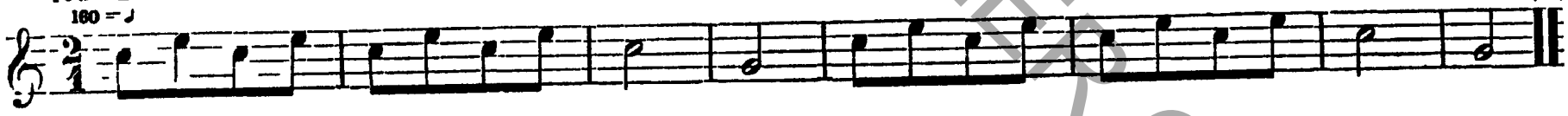
No 12 TO EXTINGUISH LIGHTS

76 = ♩



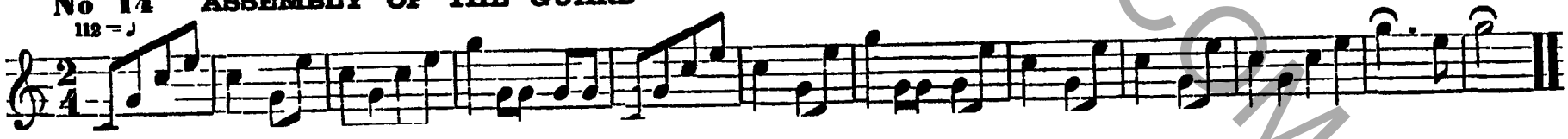
No 13 ASSEMBLY OF THE BUGLERS

160 = ♩



No 14 ASSEMBLY OF THE GUARD

112 = ♩



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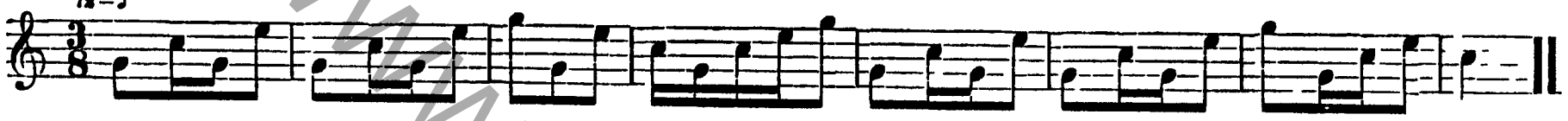
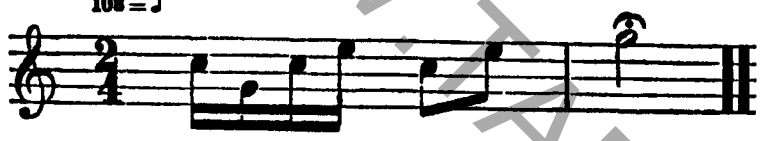
No 15 ORDERS FOR ORDERLY SERGEANTS

72 = ♩



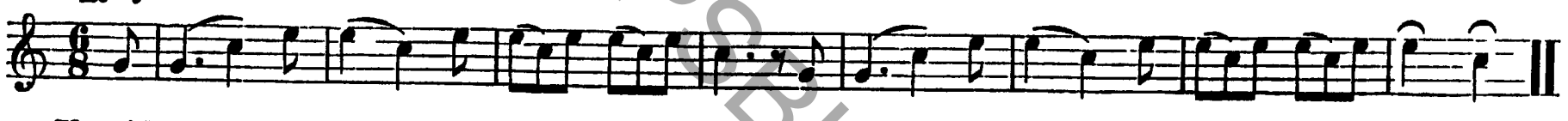
No. 16. FOR OFFICERS to take their Places in Line after Firing.

108 = ♩



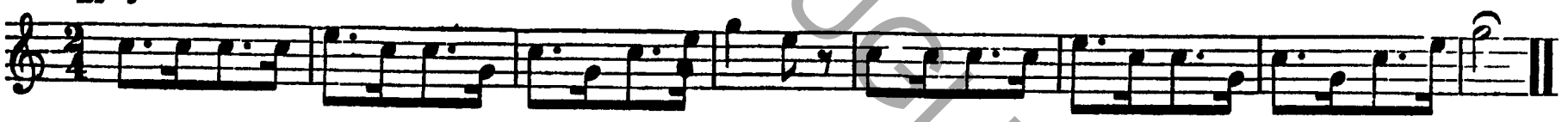
No. 17. THE DISPERSAL

120 = ♩



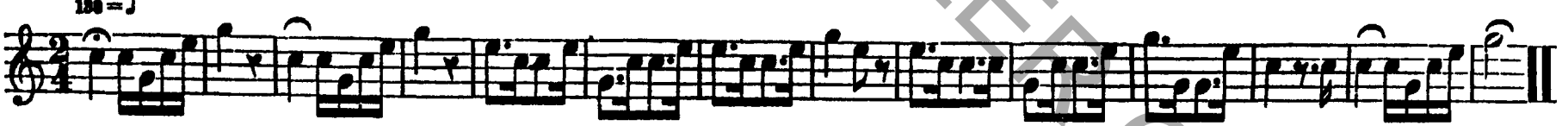
No. 18. OFFICERS' CALL

152 = ♩



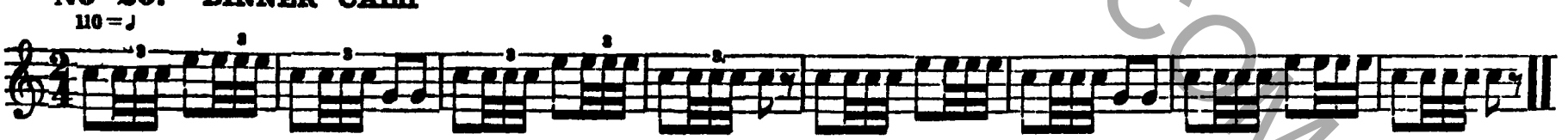
No. 19. BREAKFAST CALL.

136 = ♩



No 20. DINNER CALL.

110 = ♩



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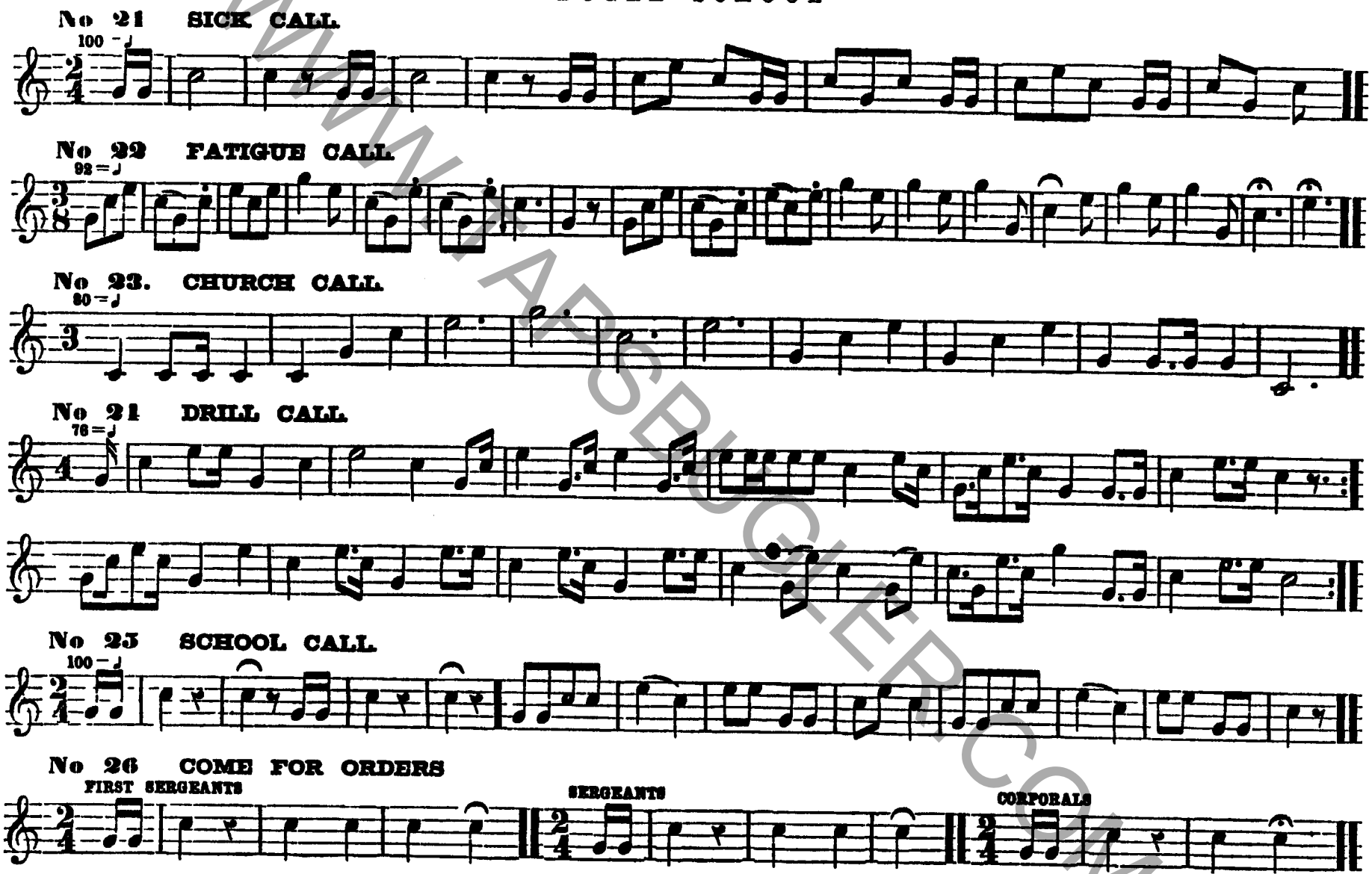

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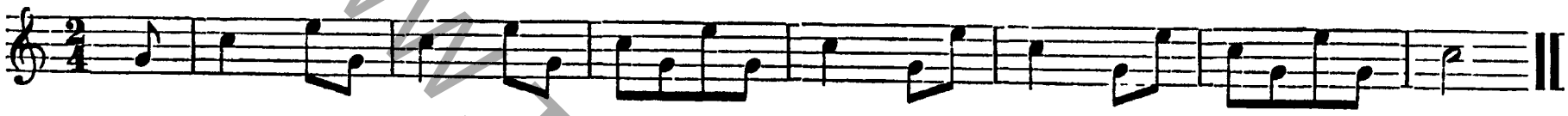
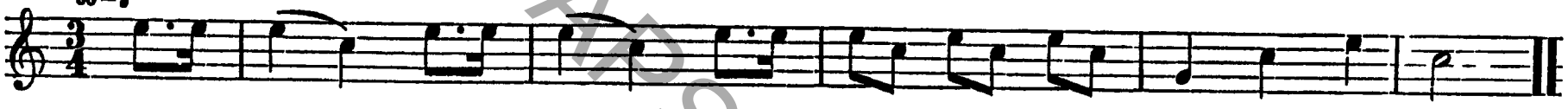
CALLS FOR SKIRMISHERS.

No 1 FIX BAYONET



No 2. UNFIX BAYONET

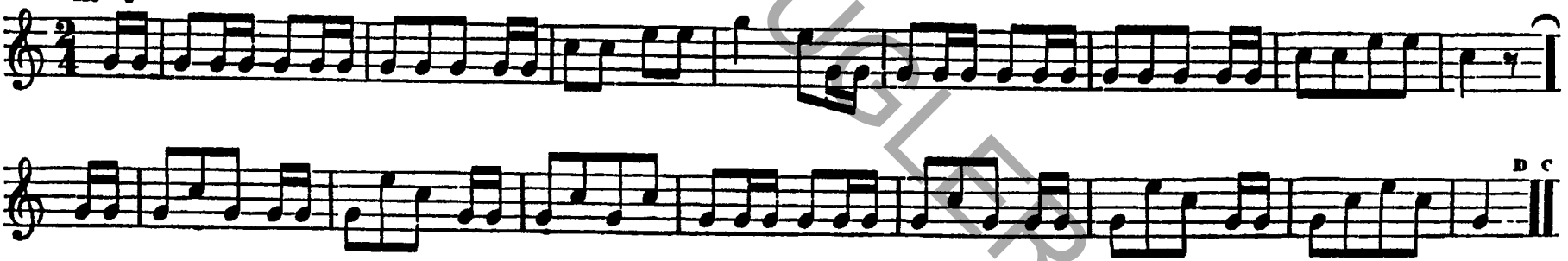
80 = ♩



No. 3. QUICK TIME (*Music the same as in "General Calls"*)

No. 4. DOUBLE QUICK TIME

165 = ♩



No. 5. THE RUN

180 = ♩

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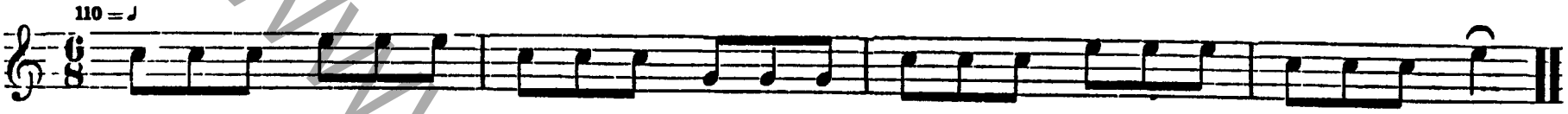
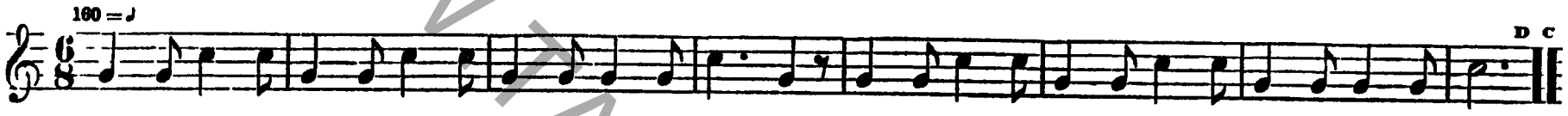
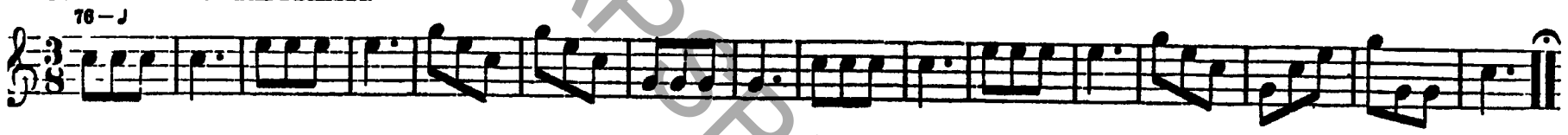
No 6 DEPLOY AS SKIRMISHERS.



No 7 FORWARD

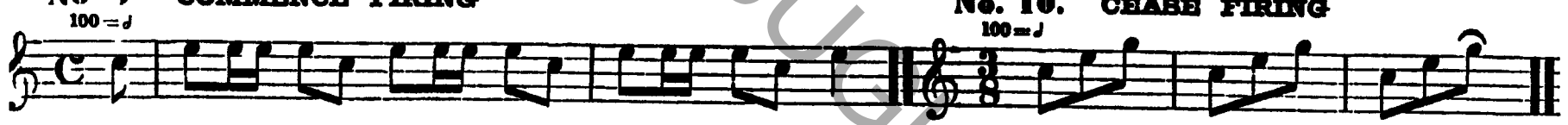


No 8 IN RETREAT

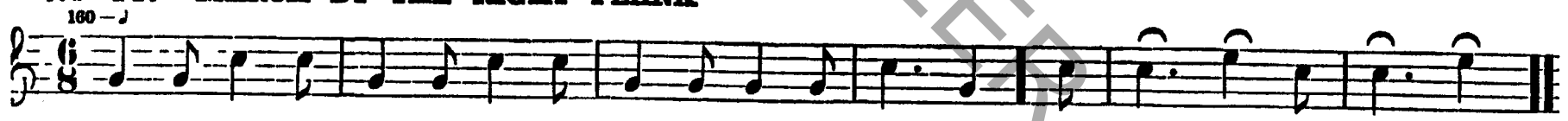


No 9 COMMENCE FIRING

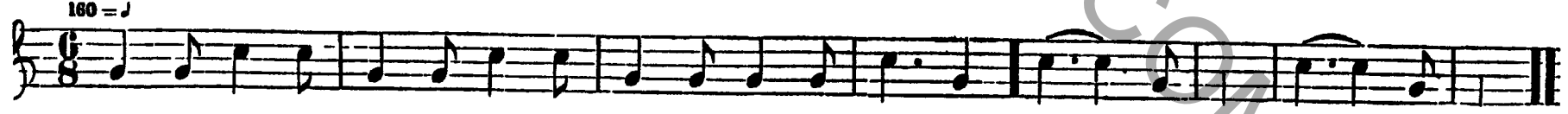
No. 10. CEASE FIRING



No 11. MARCH BY THE RIGHT FLANK



No 12 MARCH BY THE LEFT FLANK.



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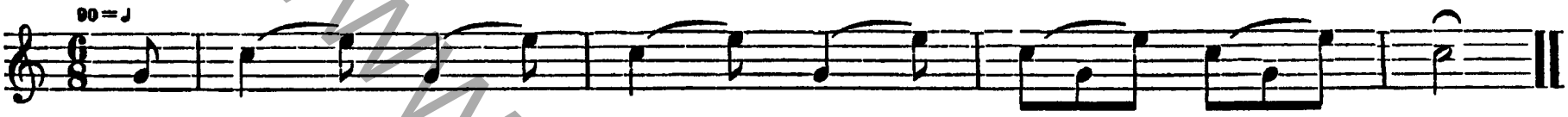
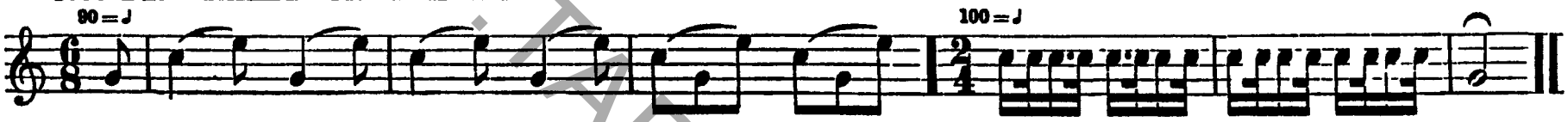
No 13. RALLY ON THE RESERVE

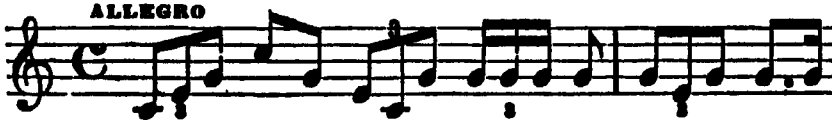


No. 14. RALLY ON THE BATTALION

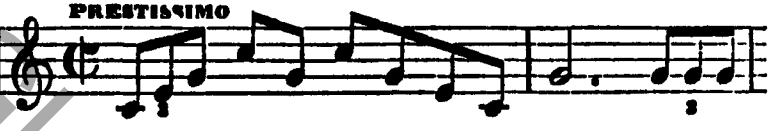


CAVALRY CALLS.

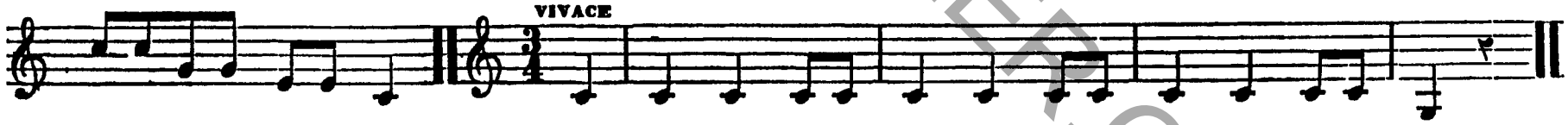
No. 1. BOOTS AND SADDLES



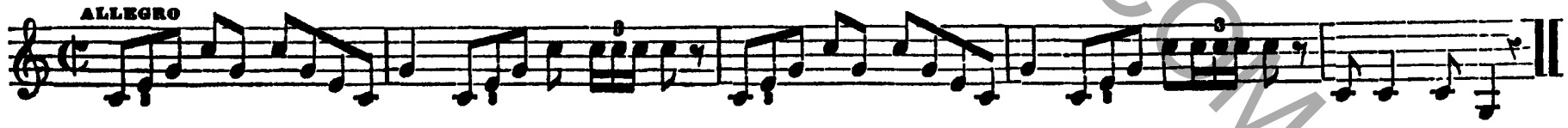
No 2 TO HORSE



No. 3. THE CHARGE



No. 4. STABLE CALL



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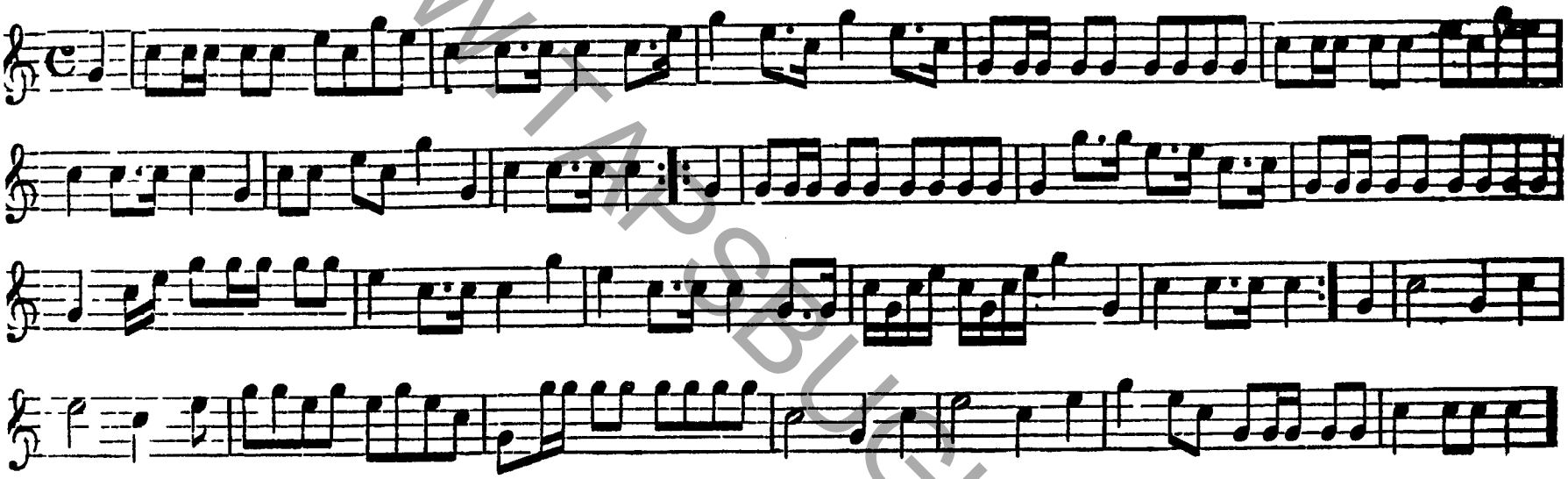
BUGLE SIGNALS FOR ARTILLERY.

No 1. MARCH FOR REVIEW

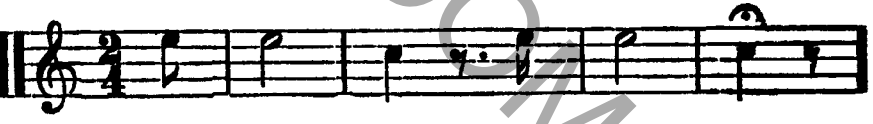


No 2 WALK

No 3 TROT

No 4 GALLOP

No 5 HALT



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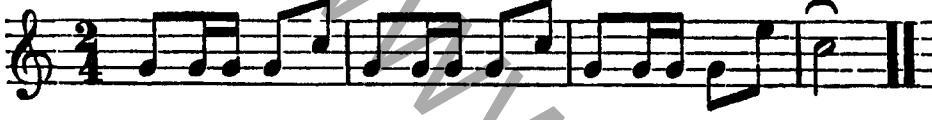
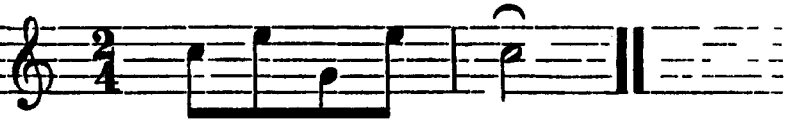
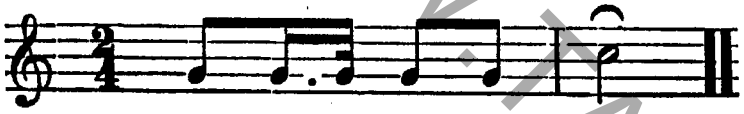
No 6 FORWARD



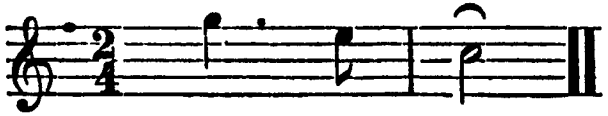
No 7 HEAD OF COLUMN TO THE RIGHT



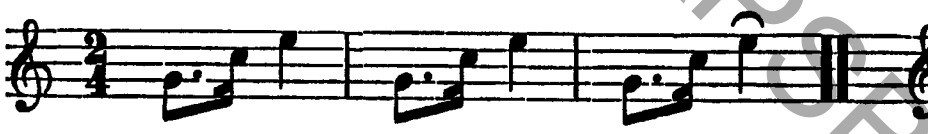
No 8. HEAD OF COLUMN TO THE LEFT



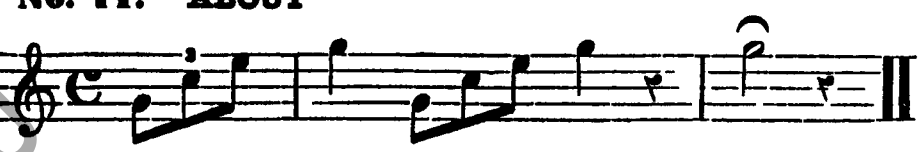
No 9 RIGHT OBLIQUE



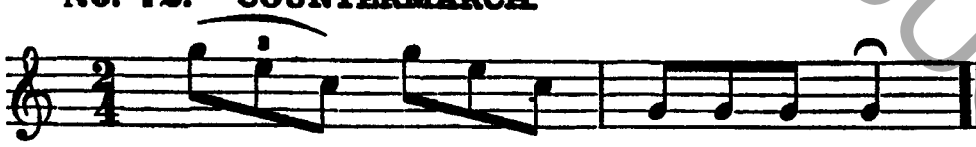
No. 10. LEFT OBLIQUE



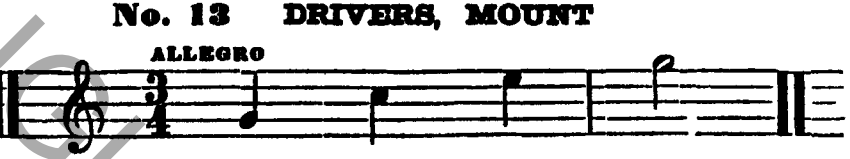
No. 11. ABOUT



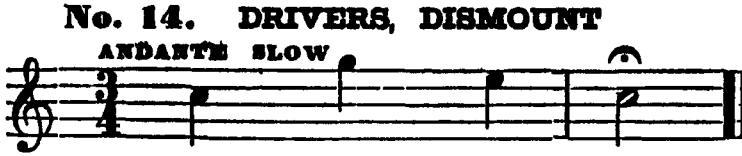
No. 12. COUNTERMARCH



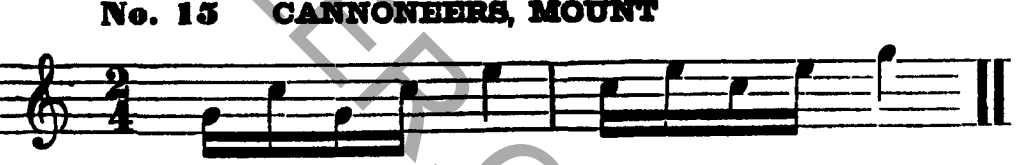
No. 13 DRIVERS, MOUNT



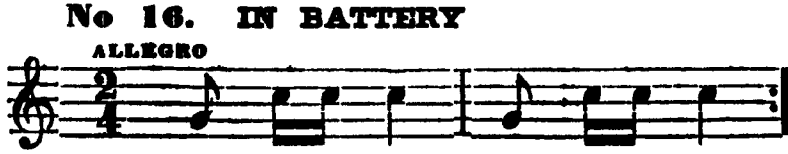
No. 14. DRIVERS, DISMOUNT



No. 15 CANNONEERS, MOUNT



No 16. IN BATTERY



No 17. COMMENCE FIRING

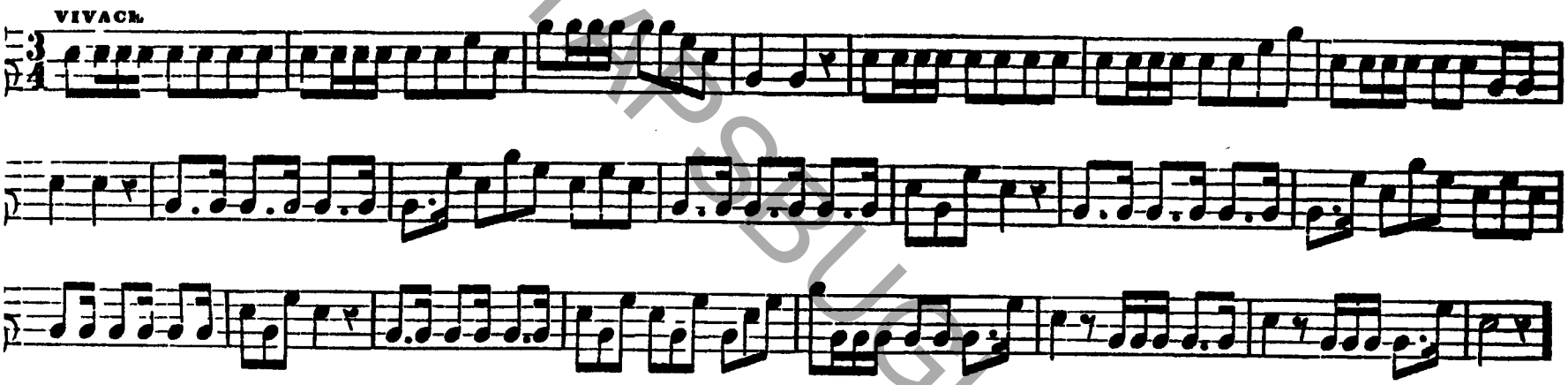
No 18 CEASE FIRING

PRESTO

No. 19. BOOTS AND SADDLES

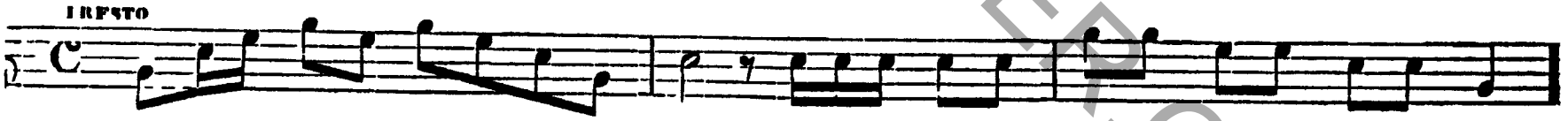
No 20 THE GENERAL.

VIVACE



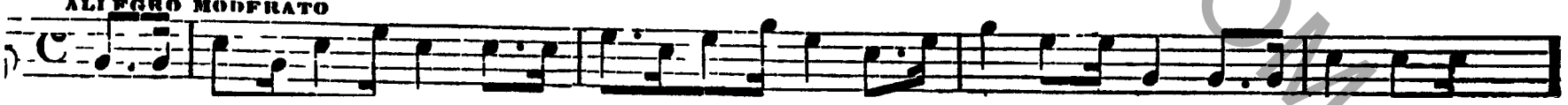
No 21 TO HORSE

PRESTO



No 22 ASSEMBLY

ALLEGRO MODERATO



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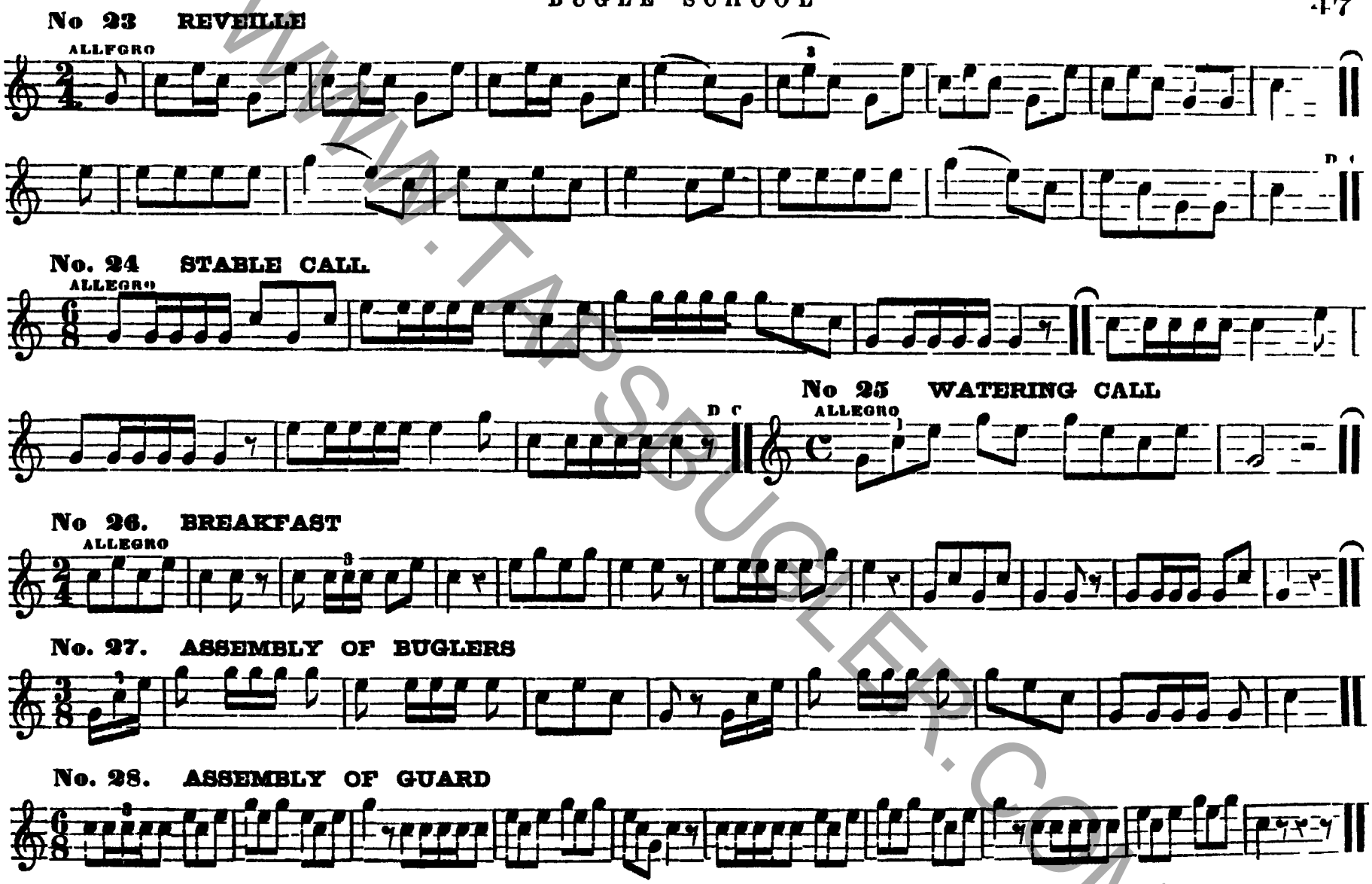

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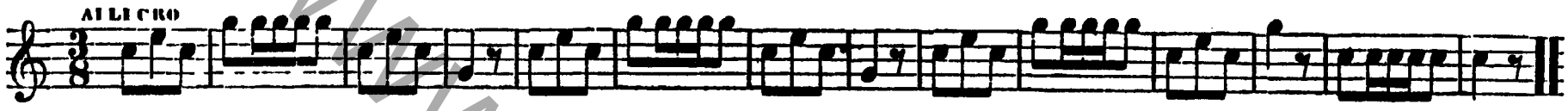
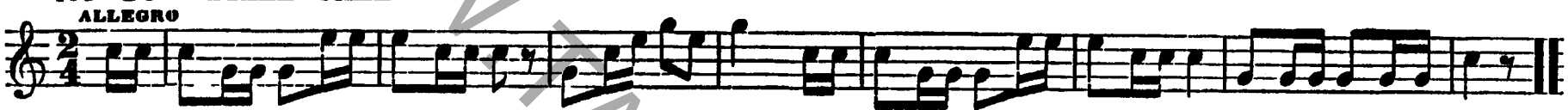
No 29 FATIGUE CALL.

ALLEGRO



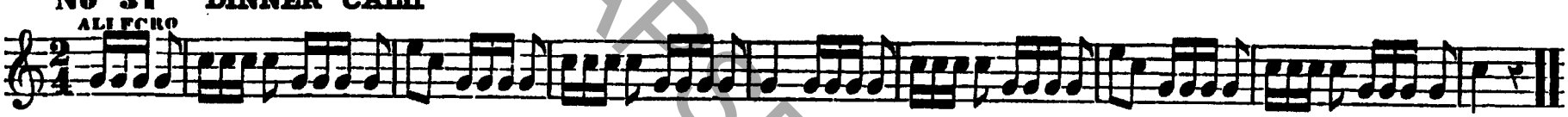
No 30 DRILL CALL

ALLEGRO

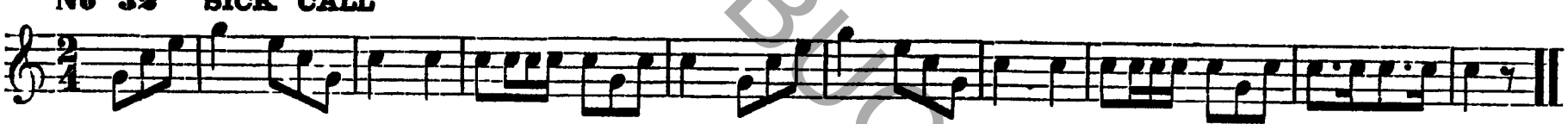


No 31 DINNER CALL.

ALLEGRO

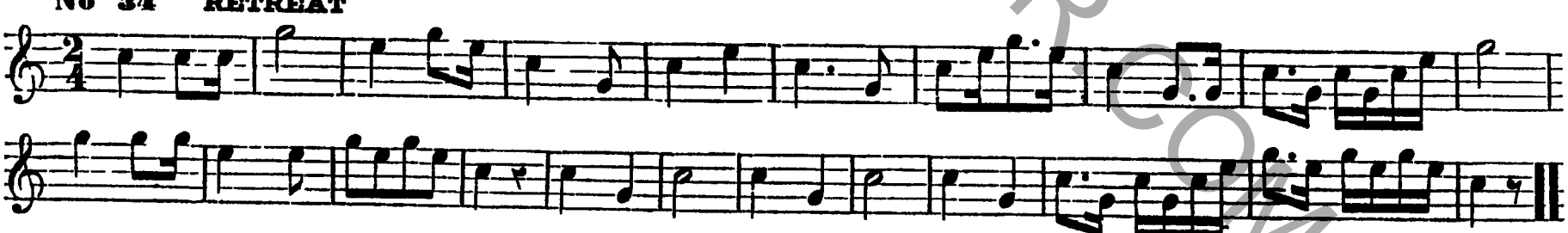


No 32 SICK CALL



No 33 TATTOO

No 34 RETREAT



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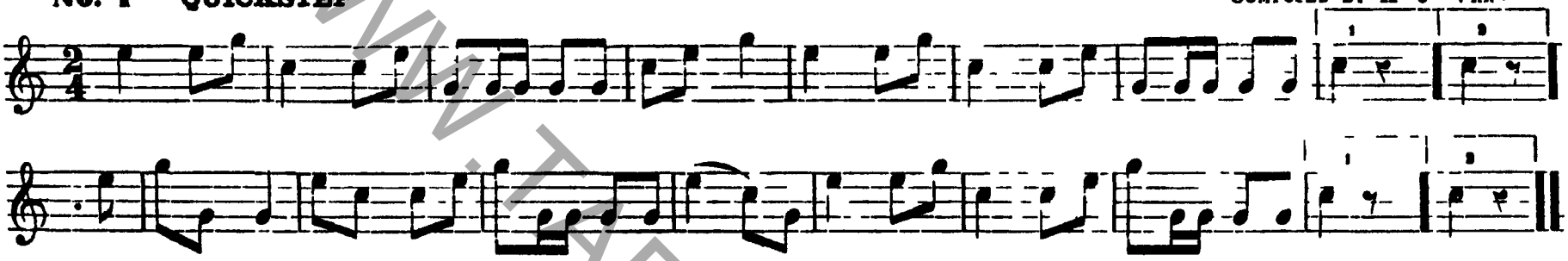
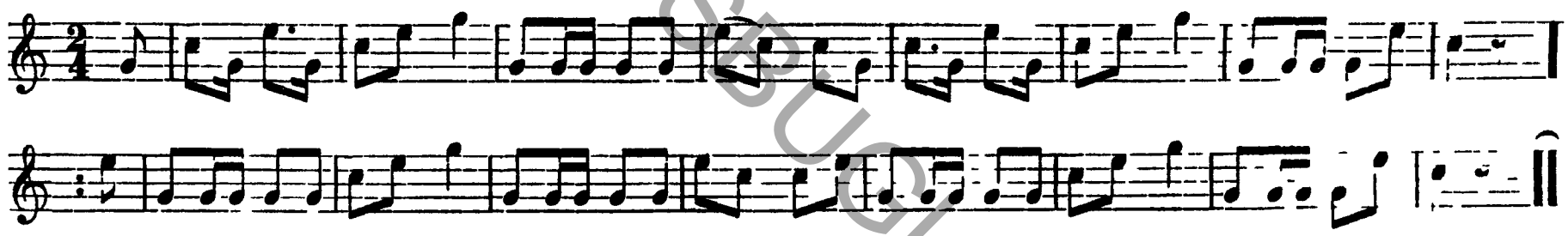
TUNES FOR THE BUGLE.

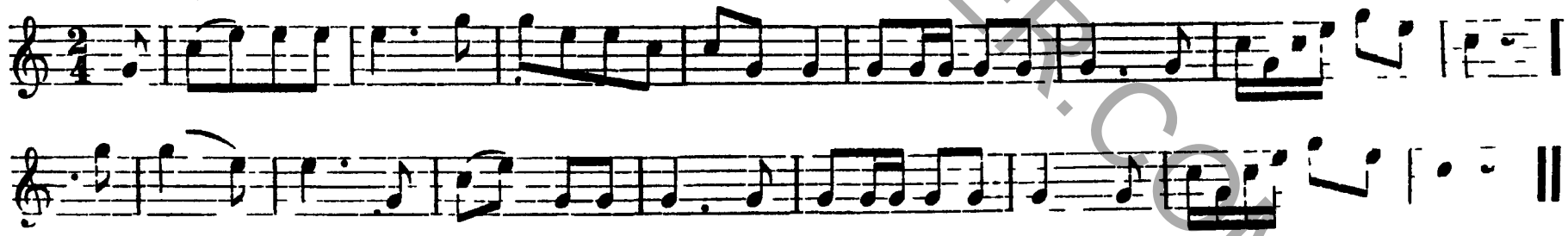
No. 1 QUICKSTEP COMPOSED BY A J VAAS



No 2. QUICKSTEP



No 3. QUICKSTEP



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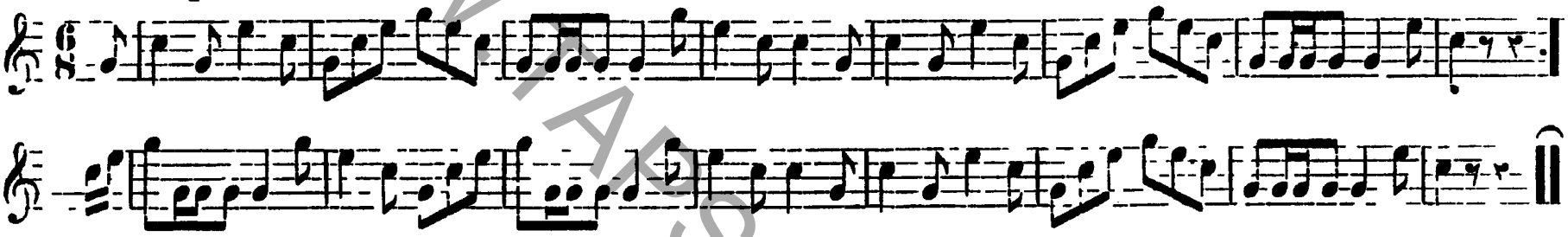
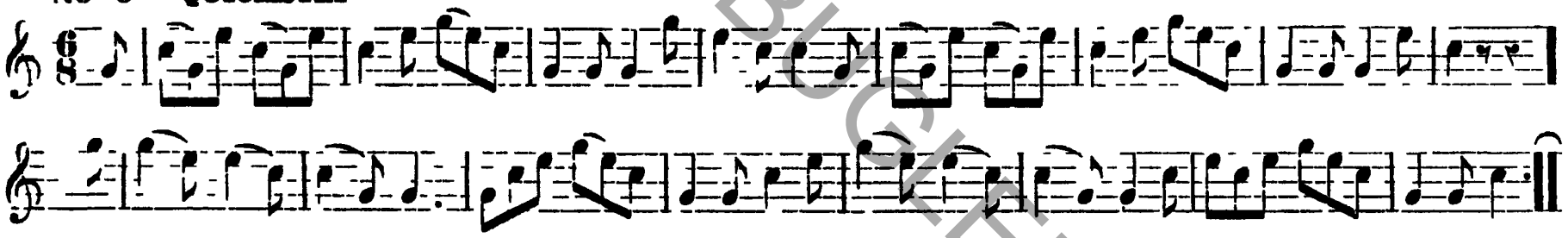
No 4 QUICKSTEP

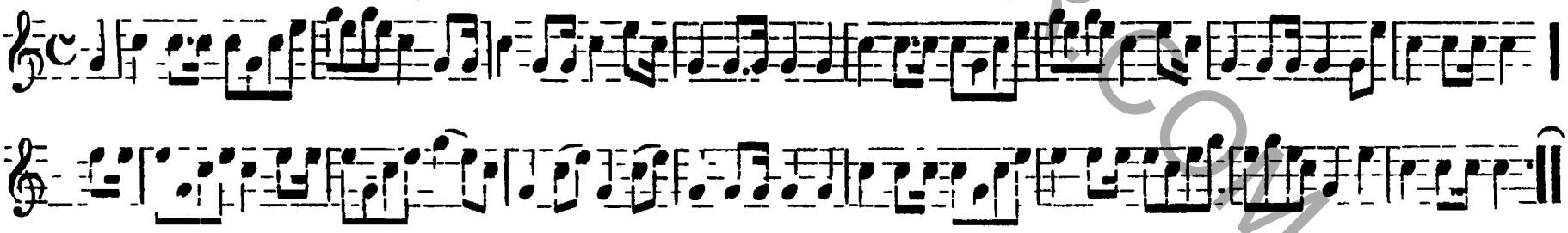
No 5 QUICKSTEP



No 6 QUICKSTEP



No 7 COMMON TIME, or GRAND MARCH.



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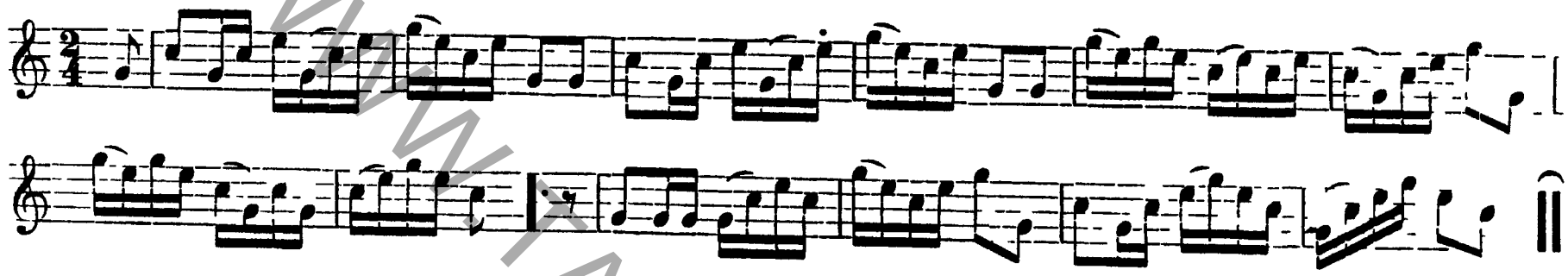

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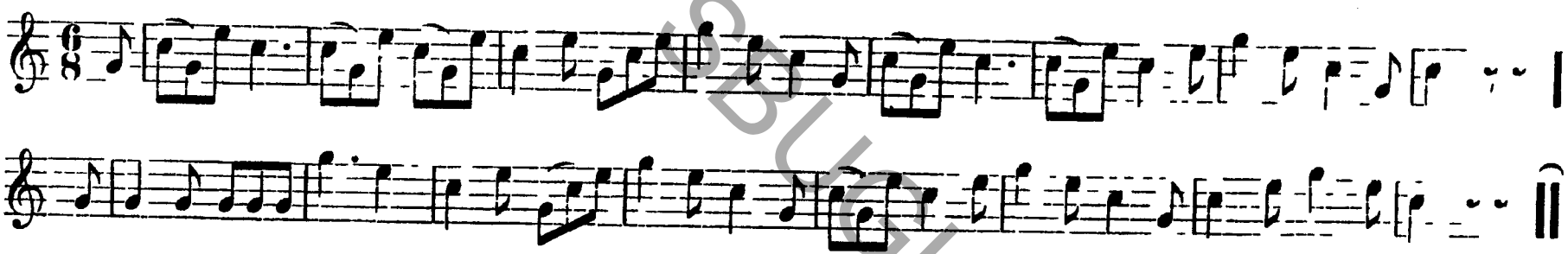

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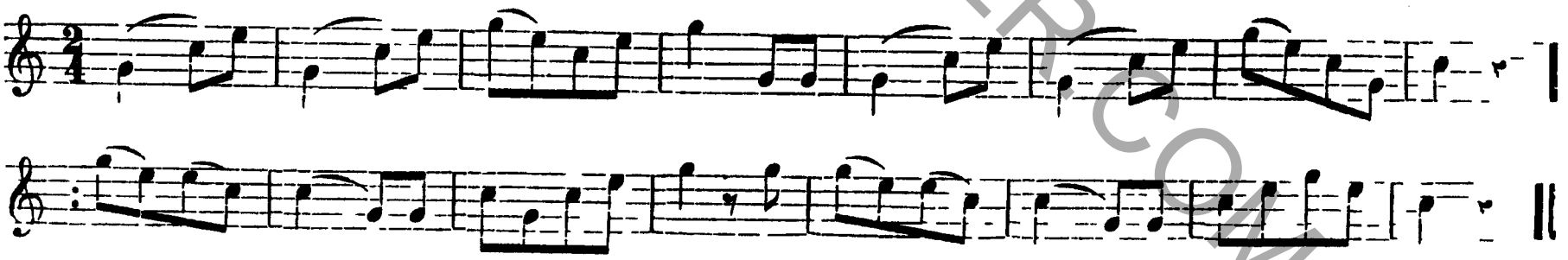

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CAMP DUTIES

MORNING.

No. 1. Drummer's Call — for assembling drummers.

No. 2. Reveille — for calling the Roll.

No. 3. Fatigue Call — for putting Quarters in order.

No. 4. Doctor's Call — for reporting the Sick.

No. 5. Breakfast Call — to fall in line for Breakfast.

No. 6. Adjutant's Call — for band and field music to take the right of the line.

No. 7. At three rolls of the drum the band steps out about six steps, then wheels to the left in slow common time, and march down the line to the end; then countermarch, returning in quick time to place. After which three rolls of the drum. The band is then dismissed, and the drummers march with the guard to the guard-house.

DRILL.

No. 8. The Drill Call.

No. 9. Recall (*after Drilling*).

NOON.

No. 10. Dinner Call — to fall in line for Dinner.

No. 11. Fatigue Call.

No. 12. Drill Call and Recall as before.

SUNDOWN.

No. 13. At Call No. 1 (*Drummer's Call*) the band takes the right of the line, and goes through the exercises of Nos. 6 and 7. The companies then march in common time around a square. As soon as the band reaches the commander, they wheel to the left to clear the line, then wheel to the right to face the commander—the band playing in common time until the companies have passed the commander, then at the command strike into quick time. As soon as the right of the line comes up to the commander, the bands falls in, and marches around with them until they reach the place from which they started.

No. 14. The Tattoo — to retire to tents.

No. 15. The Tapp — to extinguish lights and fire.

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