



*Adopted by the War Department  
for United States Army and National Guard*

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# Bugle

## Signals, Calls & Marches

*For Army, Navy, Marine Corps  
Revenue Cutter Service & National Guard*

*By*  
Captain Daniel J. Canty  
U. S. Army, Retired

.50

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# POINTERS FOR BEGINNERS

## MOUTH PIECES

In selecting mouthpieces the cup of same should correspond to the size of the lips, namely, those with thin lips should use a mouthpiece with a small cup, medium lips a medium cup, large lips a large cup. Always use your own mouthpiece and, preferably one that has a nickel or silver plating.

While it is best to read music, some of the best buglers I have known learned by air. When one learns by air he has the advantage of memorizing what he learns providing that the call or march is taught as it is written. A beginner should have an ear for music, good front teeth and medium sized lips and should be taught proper breathing, thus preventing possible straining of the stomach. Improper posture is often most injurious. Sound bugle only from the position of a soldier at attention, either at a halt or on the march. To sound, place the mouthpiece evenly on the lips, place the tip of the tongue against the upper teeth and pronounce silently the syllable "TU." Do not press the mouthpiece hard against the lips, as same interferes with proper blood circulation and numbs the lips. By receding the tongue a column of air is sent into the instrument, thus making a sound.

There are five tones, which are named: Low "C," Low "G," Middle "C," "E" and High "G." Learn Low "C" or Low "G" first and do not continue until a clear tone is produced and can be controlled at will.

For high tones it is necessary to press slightly harder against the lips with the mouthpiece and to slacken the pressure for each descending tone; do not move the mouthpiece either to ascend or to descend. Do not protrude the lips or puff out the cheeks. Do not be impatient to learn to sound calls. You must learn first the five tones and master their control, then you must learn tonguing.

## SINGLE TONGUING

With the tip of tongue slightly strike the upper teeth. Always first mastering Low "G," then in a like manner attack and sustain the other notes of the scale singly, commencing softly and gradually increasing the sound until it is very loud, then let it die away.

The next exercise is opposite to the first. Strike the tones very softly and sharply. This is called "Staccato." Gradually increase the force of the tones until loud, then diminish, and always as short as possible.

The slur is not much used, but the exercise on the slur is very helpful to the lips. The slur "Up" is harder to perform than the slur "Down." To slur "Up" attack the first note easily and force the lip to carry the tone to the next note. Do not move mouthpiece. To slur "Down" relax the tension on the lips.

## DOUBLE TONGUING

Double tonguing consists of pronouncing silently the syllables "TU, KU." The "KU" occurring more frequently than in triple tonguing makes it harder to perform. Accent strongly the "KU" slowly and equally and then faster.

## TRIPLE TONGUING

Triple tonguing is learned before double tonguing because it is simpler and because in trumpet music it is used very frequently. Pronounce the syllables "TU, TU, KU" as staccato as is possible, accenting strongly on the "KU," as this is weaker than the "TU" it must have more stress.

"Time" is all essential for the sounding of the trumpet, and one must learn its proper value. The march is always commenced by advancing the left foot forward and then the right, hence the beat is always with the left foot.



To get the value of these pointers, one should draw, preferably on a blackboard, a staff, fill in the notes and rests, so as to learn their value. One should also illustrate the tonguing and tones of the trumpet scale.

A pupil must thoroughly master these exercises before proceeding further in order to become a bugler; as a lip, or embouchure cannot be obtained otherwise, and one cannot sound a trumpet without same.

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## CALLS SOUNDED BY THE BUGLER OF THE GUARD

2

The following is a list of calls, just as they should be sounded, the music being in each case the call complete. Repeat according to orders. Only the calls that the Bugler of the Guard is to sound are given here in music. The calls sounded by the assembled field music are to be found in another part of the book.

The time of day given here for calls must not be expected to be the actual time. The bugler must live up to the list of calls which are published at whatever post, garrison or camp that is his station.

### 1. FIRST CALL. 4.50 a.m.



### 2. OVERCOATS. (Army) 4.50 a.m.



### MARCH. 4.55 a.m.

Sounded by the assembled field music. Signal by a known blast.

3

### REVEILLE. 5.10 a.m.

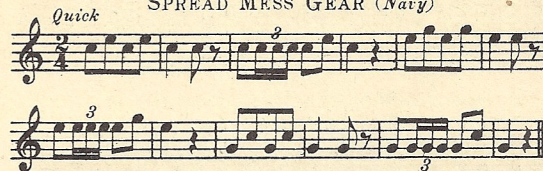
Sounded by the assembled field music.

### ASSEMBLY. 5.10 a.m.

Sounded by the assembled field music immediately after Reveille.

### 3. MESS (Army) 5.30 a.m.

#### SPREAD MESS GEAR (Navy)



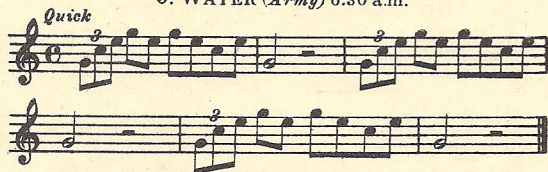
### 4. STABLE. (Army) 6.30 a.m.

#### SALUTING GUN-CREWS TO QUARTERS (Navy)

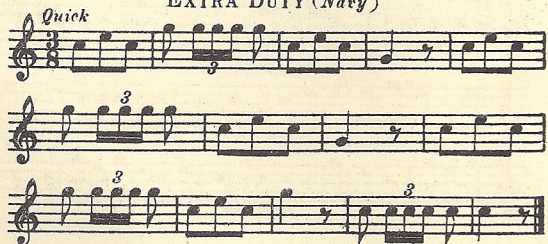




## 5. WATER (Army) 6.30 a.m.



## 6. SICK. 7.00 a.m.

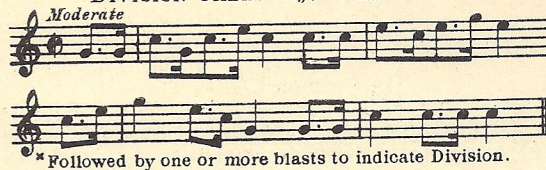
7. FATIGUE (Army) 7.15 a.m.  
EXTRA DUTY (Navy)

## 8. DRILL (First Call) 7.20 a.m.

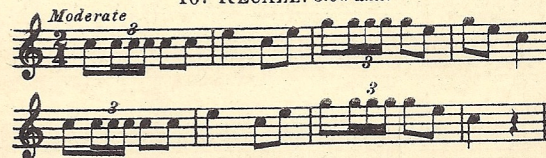


## 9. ASSEMBLY (For Drill) 7.30 a.m. Sound twice.

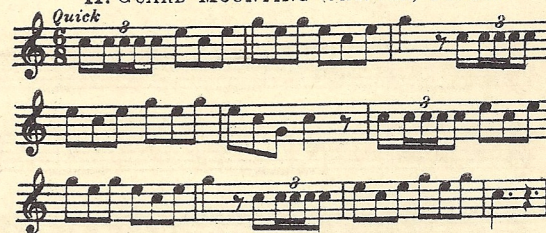
\* DIVISION CALL (Navy) Sound once.



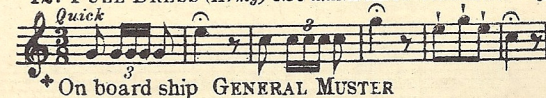
## 10. RECALL. 8.00 a.m.



## 11. GUARD MOUNTING (First Call) 8.30 a.m.



## 12. FULL DRESS (Army) 8.30 a.m. DRESS PARADE (Navy)\*



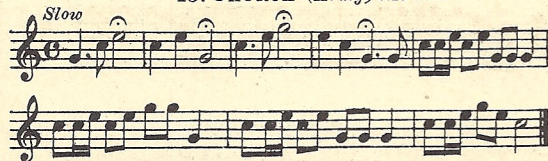
ASSEMBLY. 8.45 a.m.

Sounded by the assembled field music.



ADJUTANT'S CALL. 9.00 a.m.  
Sounded by the assembled field music.

13. CHURCH (Army) 9.15 a.m.



DRILL. (First Call) 9.20 a.m.  
*See No. 8.*

ASSEMBLY. (For Drill) 9.30 a.m.  
*See No. 9.*

RECALL. 11.00 a.m.  
*See No. 10.*

14. ISSUE (Army) 11.15 a.m.  
PROVISION CALL (Navy)



RECALL. (From Fatigue) 11.30 a.m.  
*See No. 10.*

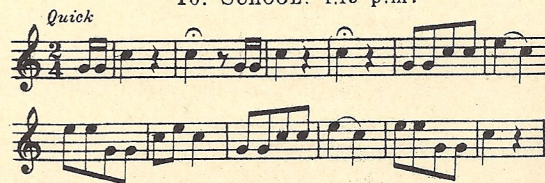
15. 1st SERGEANTS' CALL (Army) 11.45 a.m.  
FULL GUARD (Navy)



MESS. 12.00 m.  
*See No. 3.*

FATIGUE. 1.00 p.m.  
*See No. 7.*

16. SCHOOL. 1.15 p.m.



17. OFFICERS' CALL. 2.00 p.m.





18. CAPTAINS' CALL. (Army) 2.30 p.m.  
COMPANY COMMANDERS' CALL (Navy)



STABLE. 3.30 p.m.

*See No. 4.*

WATER. 3.30 p.m.

*See No. 5.*

RECALL. (From Fatigue) 4.00 p.m.

*See No. 10.*

FIRST CALL. (For Evening Parade) 4.10 p.m.

*See No. 1.*

ASSEMBLY. 4.20 p.m.

Sounded by the assembled field music.

ADJUTANTS CALL. 4.30 p.m.

Sounded by the assembled field music.

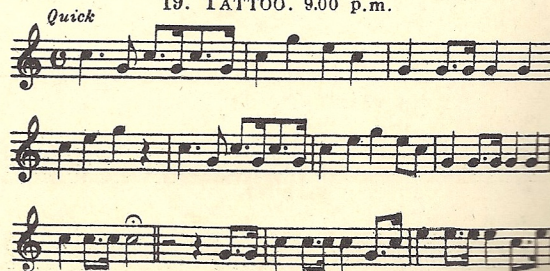
RETREAT. At Sundown.

Sounded by the assembled field music.

MESS. 5.30 p.m.

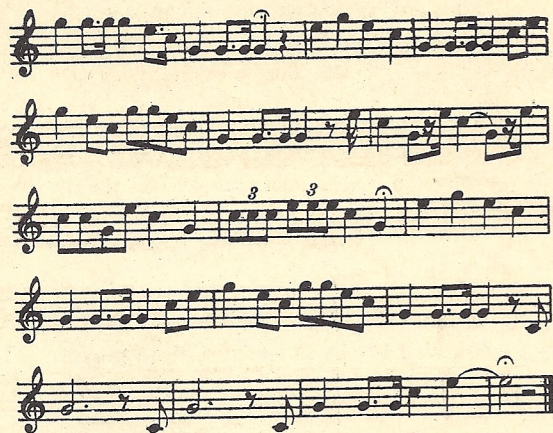
*See No. 3.*

19. TATTOO. 9.00 p.m.

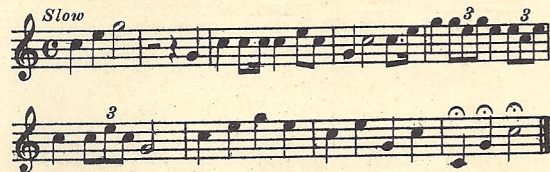




## TATTOO (Concluded)



## 20. CALL TO QUARTERS. 10.45 p.m.

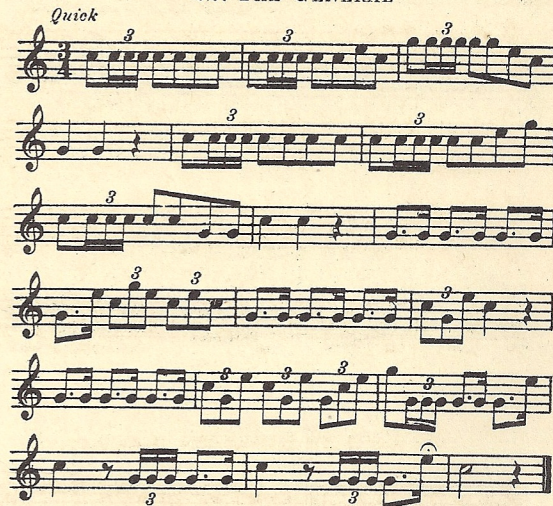


## 21. TAPS. 11.00 p.m.



The Bugler of the Guard will sound the following calls if required:

## 22. THE GENERAL



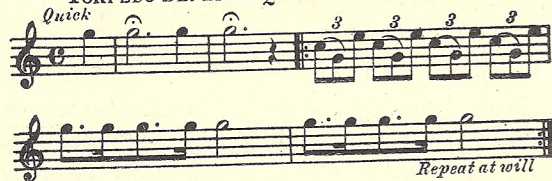
## 23. FIRE



In the Navy followed by 1 blast; Fire forward: 2 blasts; Aft.



24. TO ARMS. (Army)  
TORPEDO DEFENCE QUARTERS. (Navy)



25. TO HORSE. (Army)



26. BOOTS AND SADDLES. (Army)



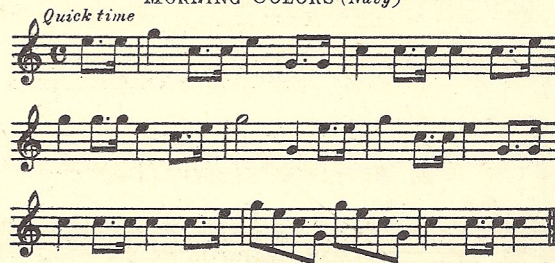
Fire Call, To Arms, and To Horse are sounded only by order of the Commander of the Guard, if at Guard house, or by order of the Sergeant-major or higher authority, if at the Adjutant's office.

# HONORS RENDERED BY THE BUGLER OF THE GUARD

When the Guard is turned out for ceremonies, the position of the Bugler of the Guard is three paces to the right of the Guard. After the Commander presents his guard and at his command, "Sound off" for National Colors, sound only this part:

27. TO THE COLOR OR STANDARD (Army)

MORNING COLORS (Navy)



If the Bugler of the Guard is required to play the marches or flourishes he will find them under "Calls sounded by the assembled field music."



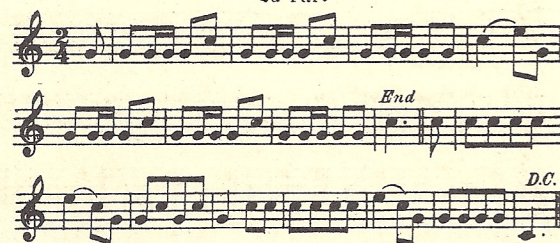
14 CALLS SOUNDED BY  
THE ASSEMBLED FIELD MUSIC

28. REVEILLE

1st Part



2d Part



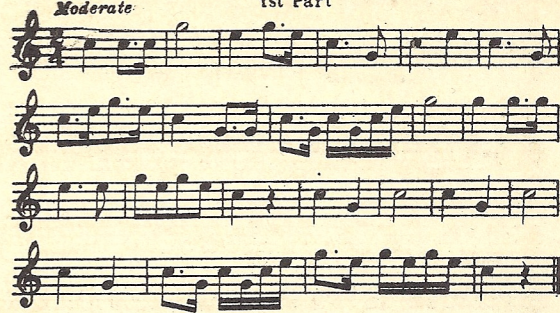
3d Part



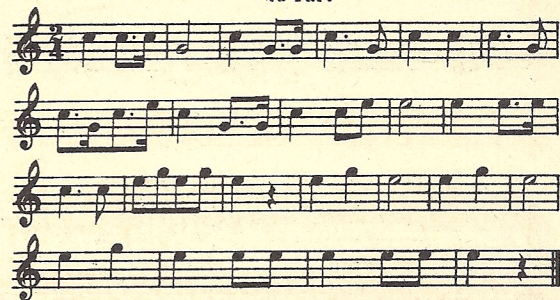
29. RETREAT (*Army*) EVENING COLORS (*Navy*) 15

*Moderate*

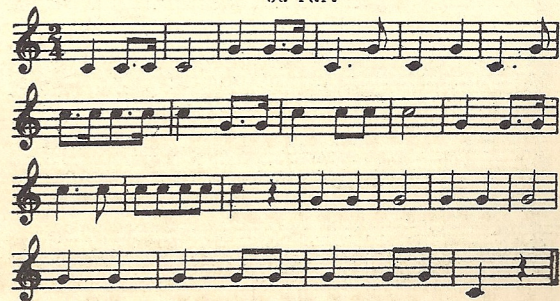
1st Part



2d Part

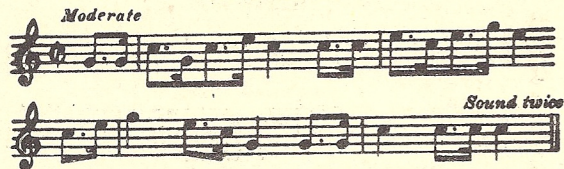


3d Part

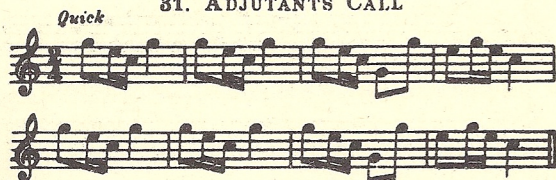




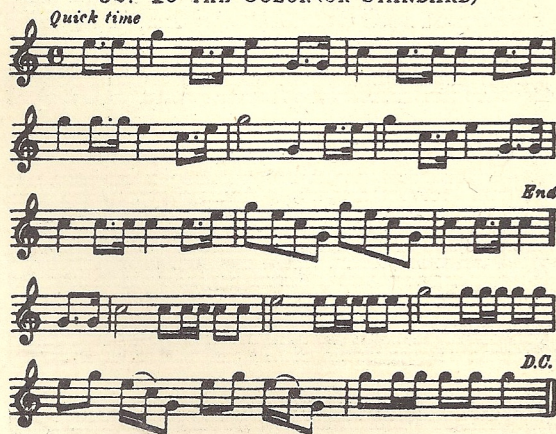
## 30. ASSEMBLY



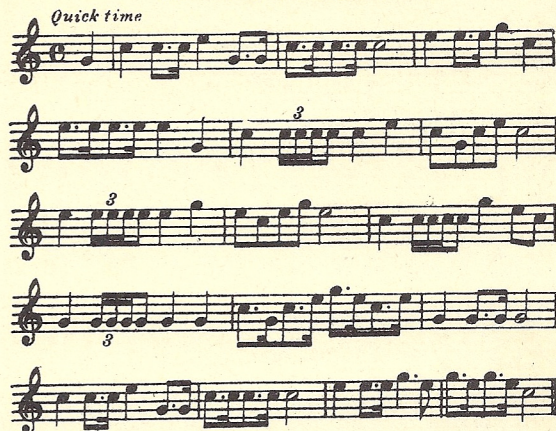
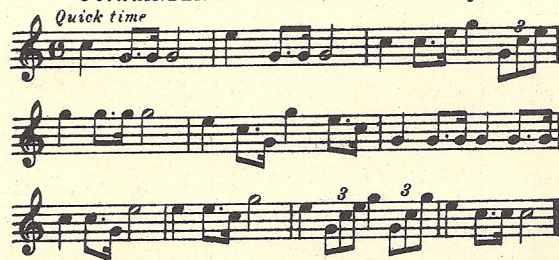
## 31. ADJUTANT'S CALL



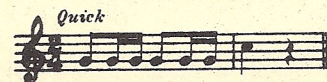
## 32. TO THE COLOR (OR STANDARD)



## 33. PRESIDENT'S MARCH

34. GENERAL'S MARCH (*Army*)  
COMMANDER-IN-CHIEF'S MARCH (*Navy*)

## 35. FLOURISH

36. RUFFLE  
(For Drum)

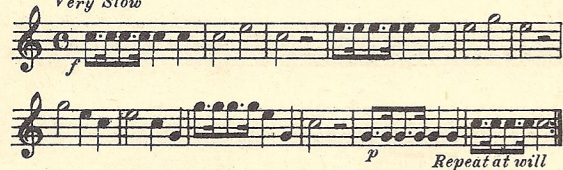


*Quick time*

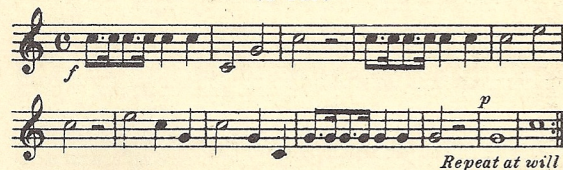
## 38. FUNERAL MARCH

*Very Slow*

1st Part



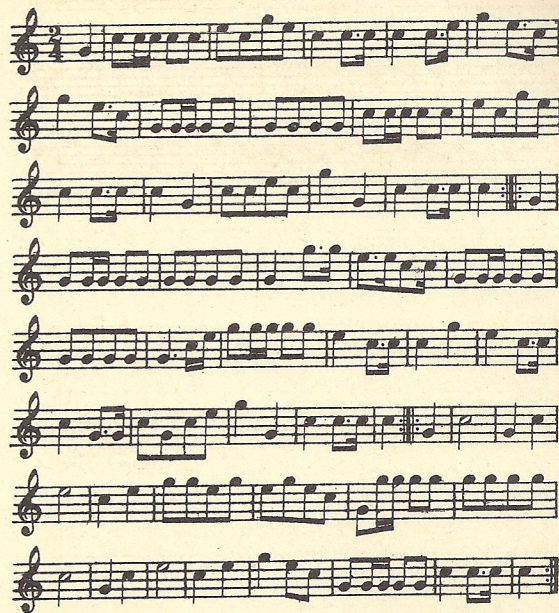
2d Part



3d Part



## 39. CAMP KEEGAN



## 40. OUR NAVIGATOR





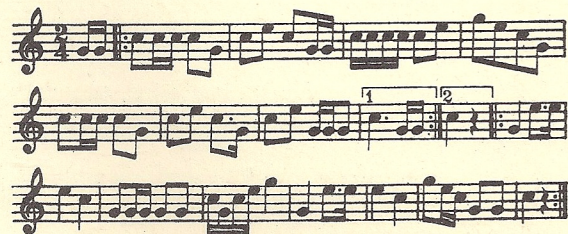
## 41. GEN. PEARSON'S MARCH



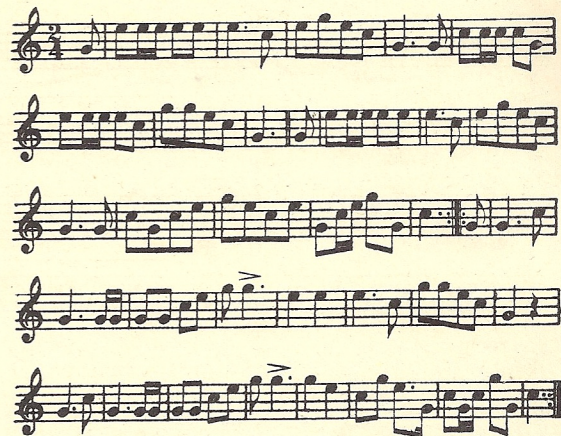
## 42. ROOKIES' DELIGHT



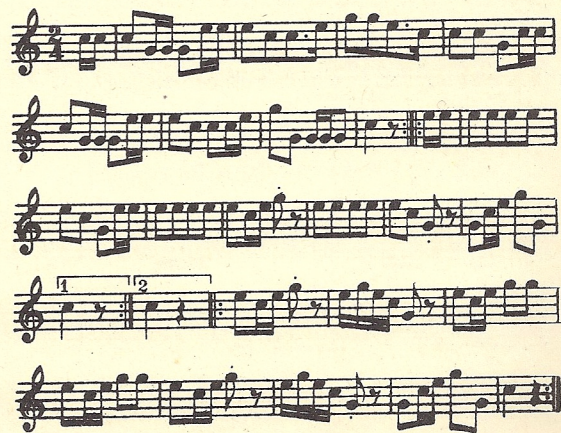
## 43. THE DRUNKEN SOLDIER



## 44. FORT CROOK



## 45. DRILL MARCH

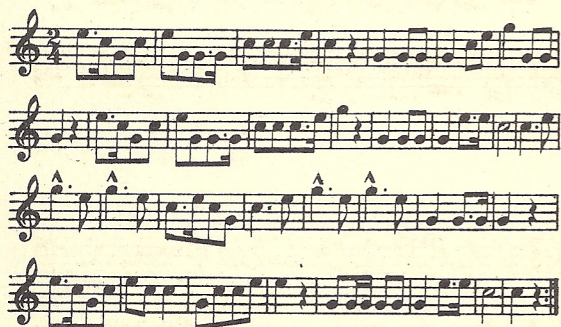




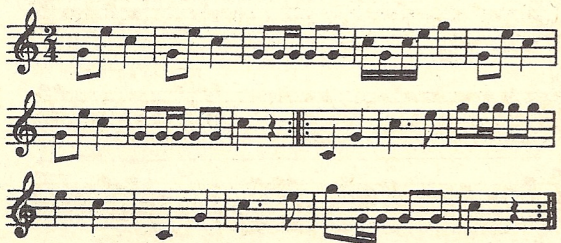
## 46. ONE, TWO, THREE



## 47. MARCHING THROUGH GEORGIA



## 48. SANTA FINN BARR

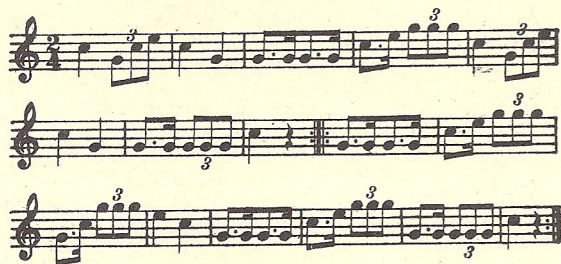
49. THE VALOROUS 27<sup>th</sup>

## 50. GERMAN BAND

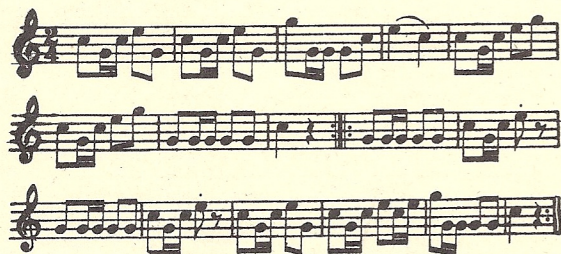




## 51. OH! LOOK AT THE SOLDIERS



## 52. FILIPINOS AMIGOS



## 53. TEDDY'S ROUGH RIDERS



## 54. THE ATLANTIC FLEET



## 55. LIGHT CAVALRY



## 56. ARTILLERY GALOP





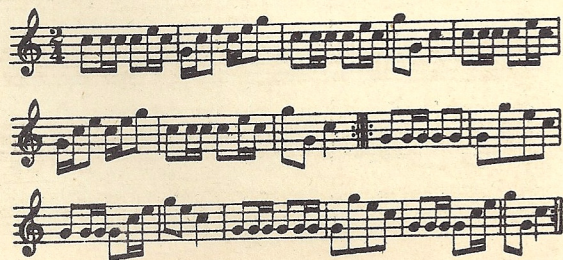
## 57. CAVALRY TROT



## 58. SAILORS' HORNPIPE



## 59. OUR ADMIRAL



## 60. OUR GENERAL STAFF



## 61. INFANTRY FOREVER



## 62. LITTLE DROPS OF WATER





## 63. COMPANY Q



## 64. THE IRISH SOLDIER



## 65. YOU'RE IN THE ARMY NOW



## 66. THREE YEARS



## 67. THERE SHE GOES

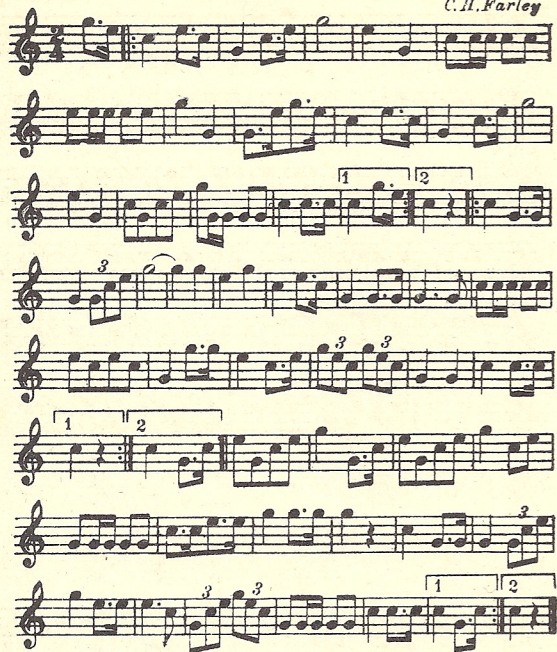


## 68. COSSACK MARCH





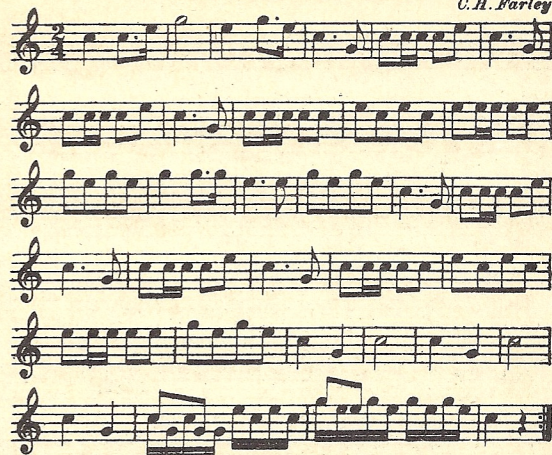
## 69. MONSTRAT VIAM

*C.H. Farley*

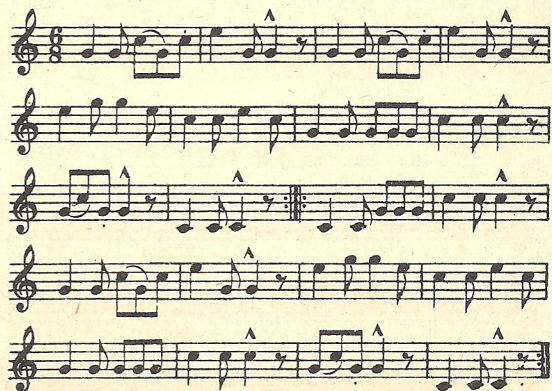
## 70. PAY DAY



## 71. MARCH FOR RETREAT

*C.H. Farley*

## 72. THE B-FLAT BUGLE MARCH

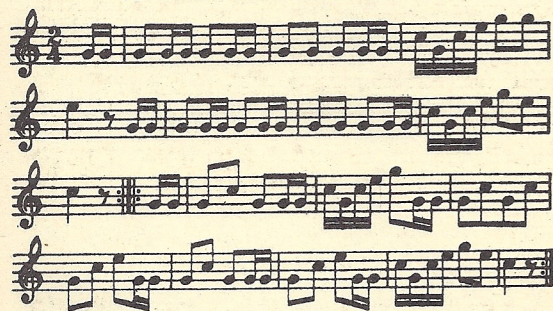




## 73. THE OLD BAY STATE



## 74. COL. LOGAN'S GALLANT 9th

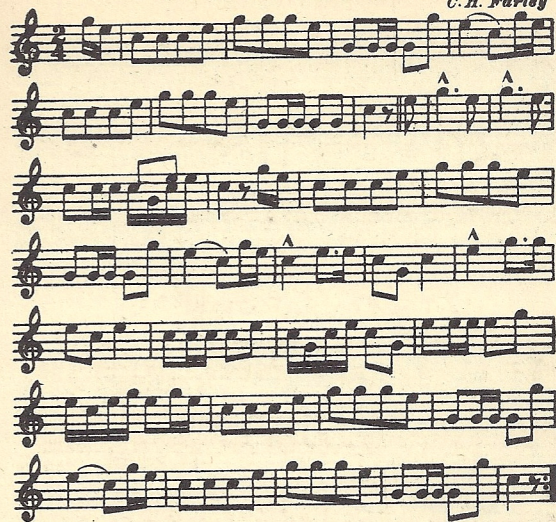


## 75. MCGUINNESS OF THE 6th

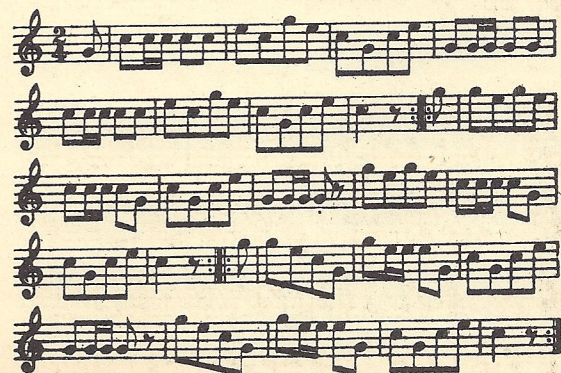


## 76. THE BLUE AND THE GRAY

C. H. Farley

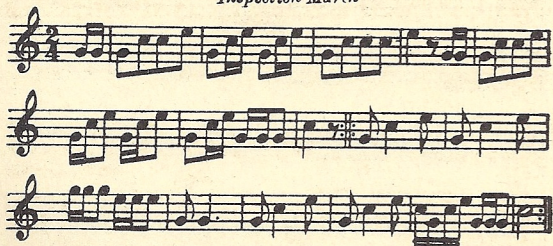


## 77. THE STONE FRIGATE





## FORT BLISS

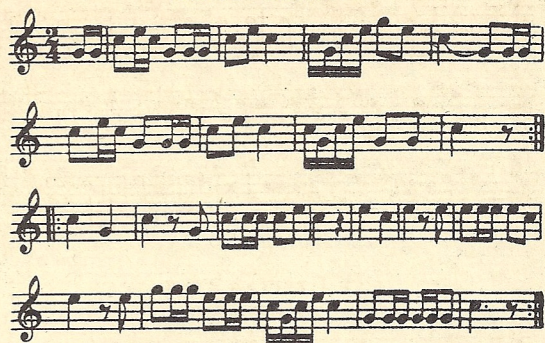
OUR REGULAR ARMY  
*Inspection March*

## A-HUNTING WE WILL GO



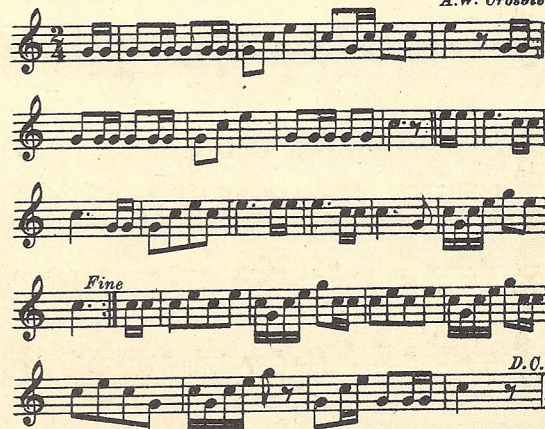
Dedicated at Camp Cotton, El Paso, Texas, to Lieut. D. J. Canty, by the  
Buglers of the 9th Infantry, N. G., Mass.

## CANTY'S FAVORITE



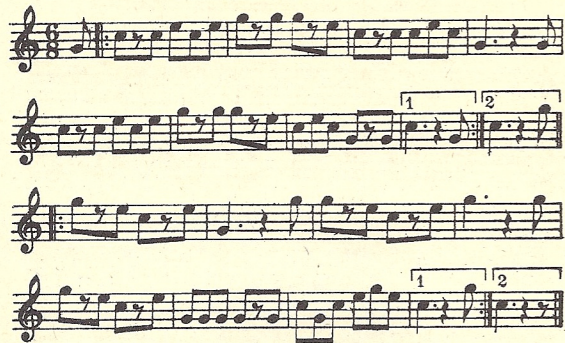
## EMMET GUARDS of WORCESTER

A. W. Crossbie

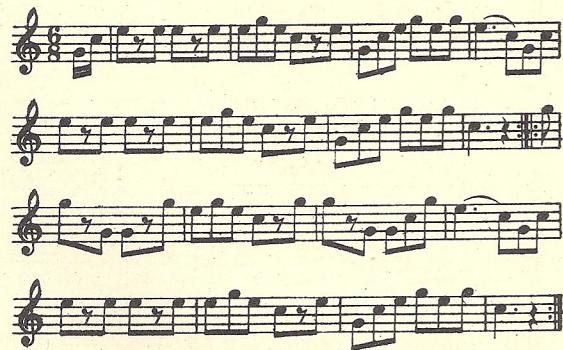




## 78. CHICKEN ON THE FENCE



## 79. THE AMERICAN FLAG



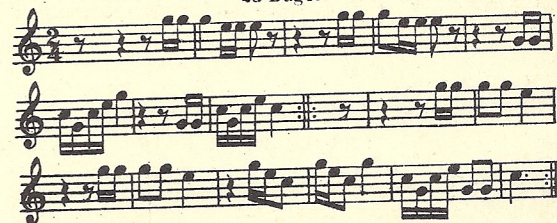
The march in quick time is at the rate of 120 steps a minute, and that of double time 180 steps.

The following marches are suitable for double-time: Nos: 53, 57, 58, 61, 62, 78 and 79.

## 2 and 3 PART MARCHES 37

EL PASO DUST  
1st Bugle

## 2d Bugle

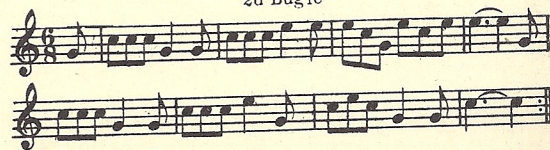


## CAMP COTTON

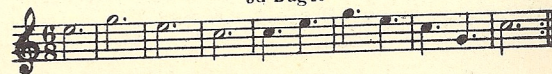
## 1st Bugle



## 2d Bugle



## 3d Bugle





*To Gen. Sweetser*  
**SECOND BRIGADE, MASS.**  
 1st Bugle

2d Bugle

3d Bugle

*To Col. Graves*  
**THE EFFICIENT EIGHTH**  
 1st Bugle

*A. W. Crossbie*

2d Bugle

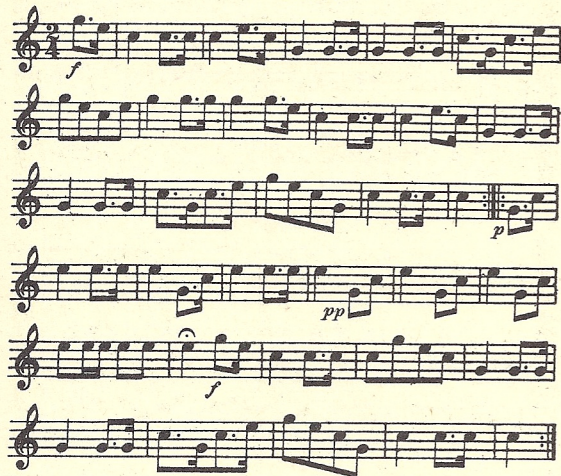
3d Bugle



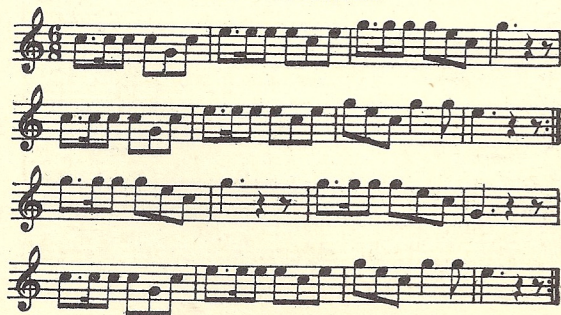
## INSPECTION PIECES

All these pieces should be played very slowly.

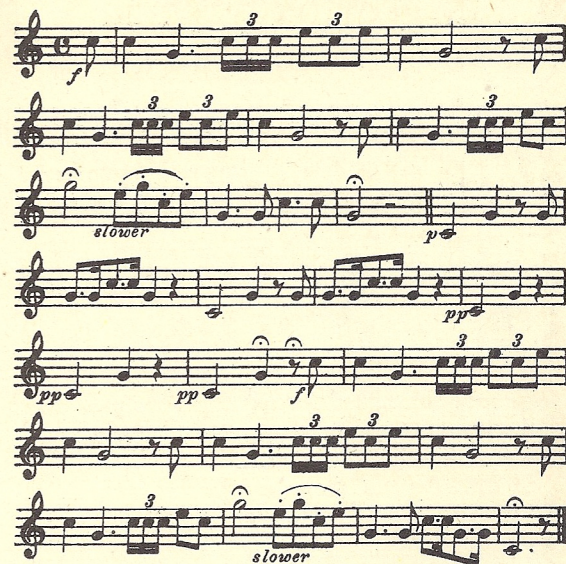
## 80. SIASSI



## 81. MINDANAO



## 82. SOLDIER'S FAREWELL

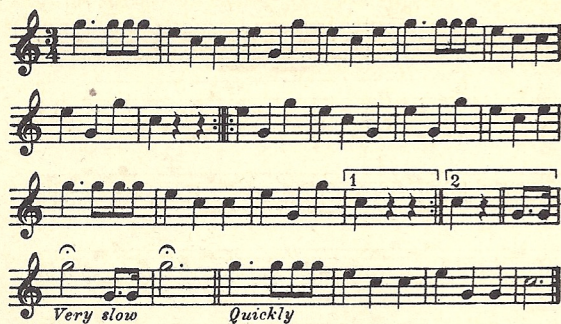


## 83. JOLO

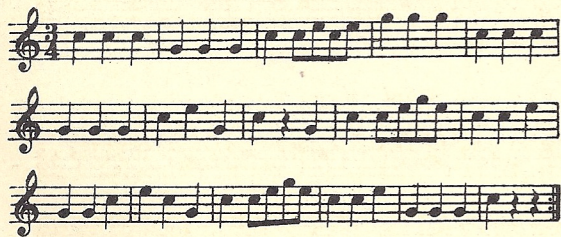




## 84. BATTLE OF BACOLOD



## 85. THE MOLLY MAGUIRES

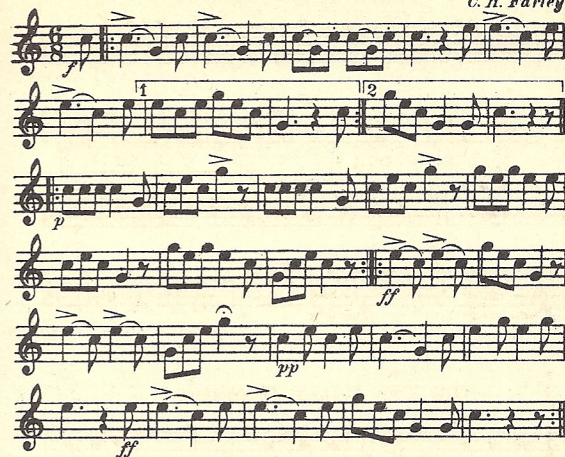


## 86. CUARTEL MASIC

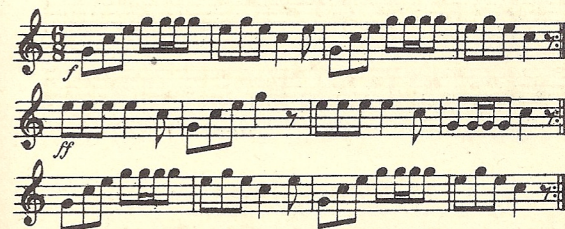


## 87. COLUMBUS BARRACKS

C. H. Farley



## 88. LAKE LANAO



## 89. CALOOCAN





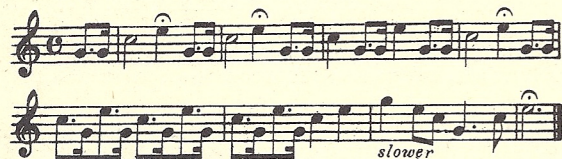
# SOUND-OFFS

## 90. CHEERS

(Precedes and follows each piece.)



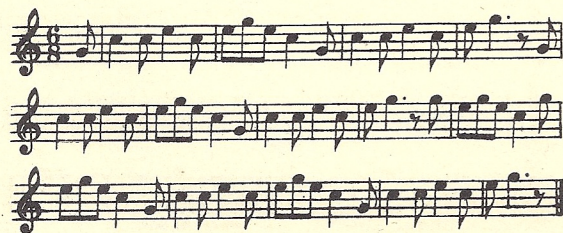
## 91. ELEANORA



## 92. MARCELLA



## 93. MARY ETHEL



## 94. ON TO MEXICO



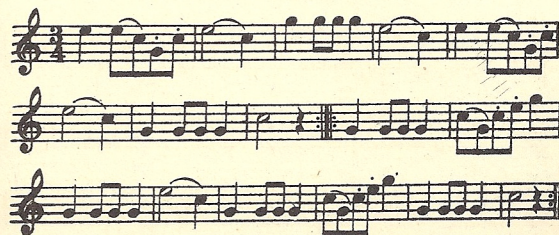
## 95. BEATRICE



## 96. SIBONEY

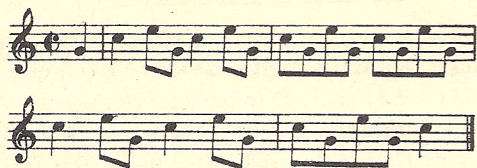


## 97. SANTIAGO MEMORIES

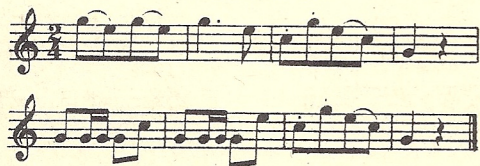




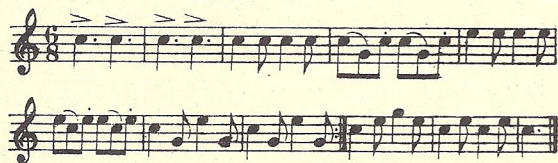
## 98. EVELINA



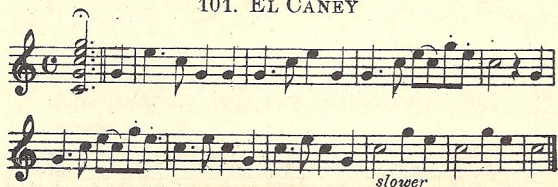
## 99. MANILA BAY



## 100. THE SPIRIT OF '98

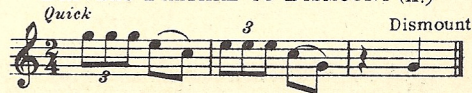


## 101. EL CANEY

DRILL SIGNALS

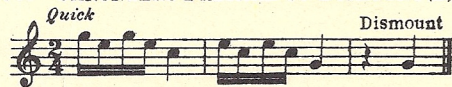
Signals used by the different arms are indicated by letters: A, artillery; C, cavalry; I, infantry; N, navy. If used by more than one branch they will be marked accordingly. The naval battalion ashore uses infantry drill signals; and when using the field-piece employ the artillery drill signals.

"Assemble, March" (*Inf.*) is "Assembly" sounded once.

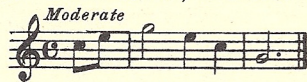
102. ATTENTION (*I.C.A.*)103. ATTENTION  
TO ORDERS (*I.*)104. PREPARE TO MOUNT (*C.*)  
DRIVERS PREPARE TO MOUNT (*A.*)105. PREPARE TO DISMOUNT (*C.*)  
DRIVERS PREPARE TO DISMOUNT (*A.*)106. CANONEERS PREPARE TO MOUNT (*A.*)



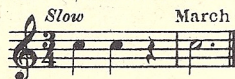
18 107. CANONEERS PREPARE TO DISMOUNT(A.)



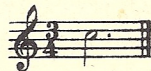
108. FORM RANK; or POSTS (C.)



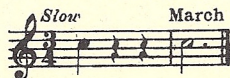
109. FORWARD(I.C.A.)



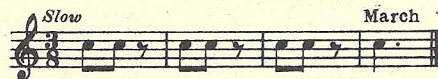
110. HALT(I.C.A)



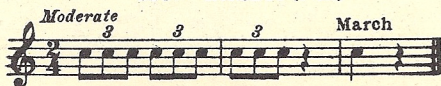
111. WALK(C.A.)



112. TROT(C.A.)  
DOUBLE TIME (I.)



113. GALLOP(C.A.)



114. TO THE REAR (I.C.)



115. FACE TO THE REAR(C.)



116. GUIDE RIGHT (C.)



117. GUIDE LEFT (C.)



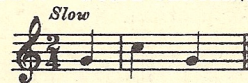
118. GUIDE RIGHT (A.)



119. GUIDE LEFT (A.)



120. GUIDE CENTER(C.A.)

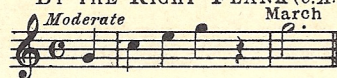


121. GUIDONS OUT(C.)

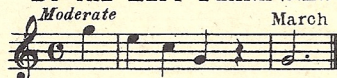




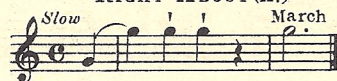
122. FOURS RIGHT (C.)  
BY THE RIGHT FLANK (C.A.)



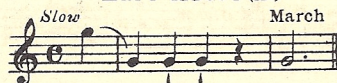
123. FOURS LEFT (C.)  
BY THE LEFT FLANK (C.A.)



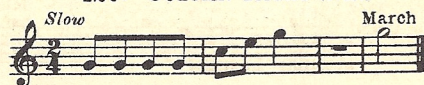
124. FOURS RIGHT ABOUT (C.)  
RIGHT ABOUT (A.)



125. FOURS LEFT ABOUT (C.)  
LEFT ABOUT (A.)



126. COLUMN RIGHT (C.A.)



127. COLUMN LEFT (C.A.)



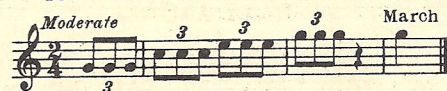
128. RIGHT TURN (C.)



129. LEFT TURN (C.)



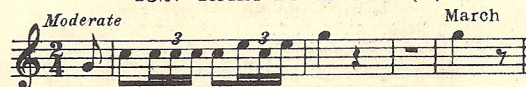
130. TURN TO RIGHT AND HALT (C.)



131. TURN TO LEFT AND HALT (C.)



132. RIGHT BY SECTIONS (A.)



133. LEFT BY SECTIONS (A.)





## 134. BATTERY RIGHT WHEEL (A.)



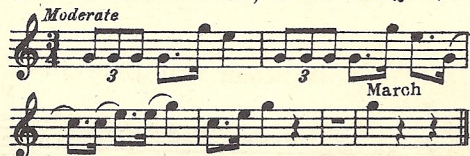
## 135. BATTERY LEFT WHEEL (A.)



## 136. RIGHT OBLIQUE (C.A.) 137. LEFT OBLIQUE (C.A.)



## 138. FLANK COLUMN, RIGHT OBLIQUE (A.)



## 139. FLANK COLUMN, LEFT OBLIQUE (A.)



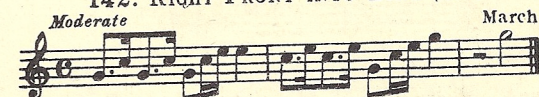
## 140. DOUBLE SECTION RIGHT OBLIQUE (A.)



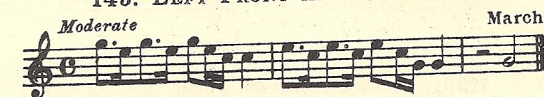
## 141. DOUBLE SECTION LEFT OBLIQUE (A.)



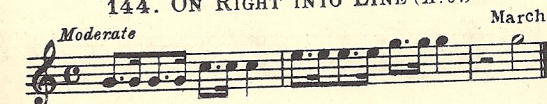
## 142. RIGHT FRONT INTO LINE (A.C.)



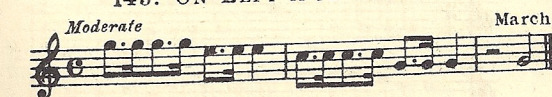
## 143. LEFT FRONT INTO LINE (A.C.)



## 144. ON RIGHT INTO LINE (A.C.)



## 145. ON LEFT INTO LINE (A.C.)

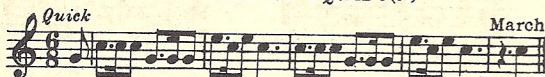




## 146. LINE OF FOURS(C.)



## 147. LINE OF SQUADS(C.)



## 148. LINE OF PLATOONS(C.)



## 149. ROUTE ORDER(C.A.)



## 150. AS FORAGERS(C.)



## 151. AS SKIRMISHERS(C.)



## 152. FIGHT ON FOOT(C.)



## 153. LIE DOWN(C.)



## 154. RISE(C.)



## 155. COMMENCE FIRING(I.C.)



## 156. CEASE FIRING(I.C.)



## 157. FIX BAYONETS(I.)

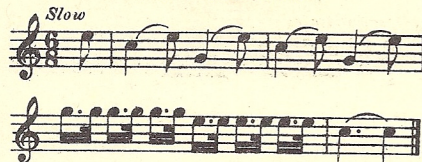


## 158. CHARGE(C.I.)

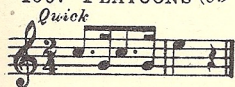




## 159. RALLY (C.)



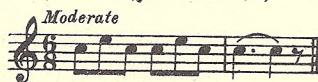
## 160. PLATOONS (C.)



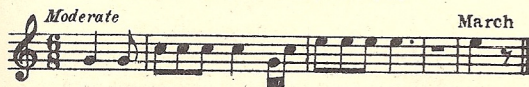
## 161. TROOPS (C.)



## 162. SQUADRONS (C.)



## 163. PIECES FRONT (A.)



## 164. CAISSONS FRONT (A.)



## 165. COUNTERMARCH (A.)



## 166. FORM DOUBLE SECTION LINE (A.)



## 167. FROM RIGHT, FRONT INTO ECHELON (N.)



## 168. FROM LEFT, FRONT INTO ECHELON (N.)



## 169. RALLY BY SQUADS (N.)



## 170. RALLY BY SECTIONS (N.)



## 171. IN BATTERY (N.)





CALLS from CAVALRY SERVICE REGS. 1914  
(Experimental)

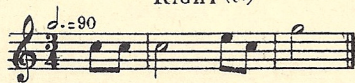
TRUMPETERS (C.)



CHURCH (C.)



RIGHT (C.)



LEFT (C.)



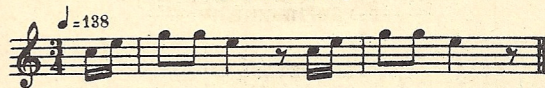
COLUMN (C.)



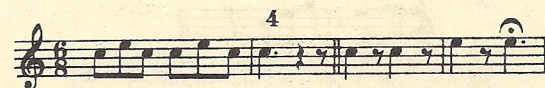
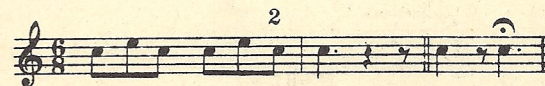
LINE (C.)



GANGWAY (C.)



SQUADRON CALLS (C.)





## SPECIAL CALLS

### 172. MAIL CALL (*Army*)



### 173. AMBULANCE CALL



### 174. BOAT CALL (*Army*)



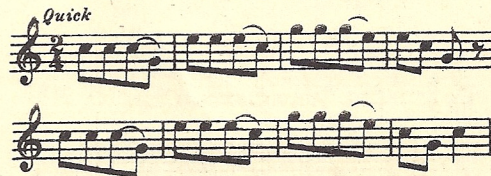
### 175. LIBERTY CALL (*Marine Corps*)



## SPECIAL NAVY CALLS

Other calls used on board ship and ashore are to be found under "Calls sounded by the Bugler of the Guard" and "Drill Signals."

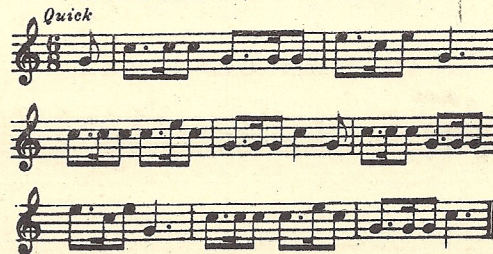
### 176. GENERAL QUARTERS



### 177. SECURE



### 178. DISMISS (Retreat from Drill)





## 179. CLEAN BRIGHT-WORK

*Quick*

Followed by 1 blast, Deck Bright-work: 2 blasts, Gun b.w.

## 180. KNOCK OFF BRIGHT-WORK

*Moderate*

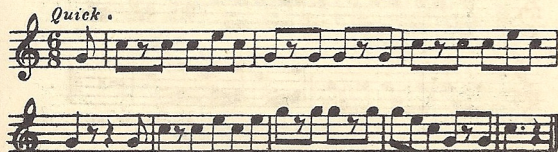
## 181. BAND

*Quick*

## 182. HAMMOCKS

*Quick*

## 183. SWIMMING CALL

*Quick*

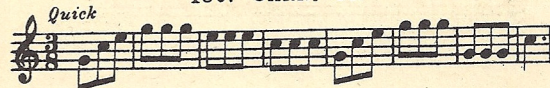
## 184. GO IN WATER (Overboard)

*Moderate*

## 185. SILENCE

*Slow*

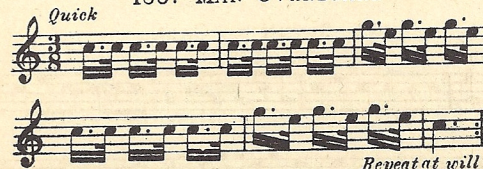
## 186. CARRY ON

*Quick*

## 187. BEAR A HAND

*Slow*

## 188. MAN OVERBOARD

*Quick*

Repeat at will



## 189. ABANDON SHIP



## 190. CHURCH



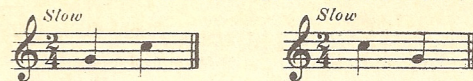
## 191. SERGEANT'S GUARD



## 192. BELAY



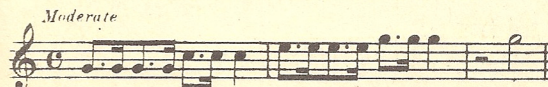
Repeat the call if necessary and then sound Belay.

193. POINT GUNS FORD 194. POINT GUNS AFT 65

## 195. POINT GUNS ABEAM



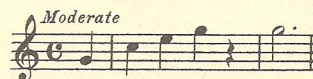
## 196. MAN TORPEDO DEFENCE BATTERY



## 197. TORPEDO DEFENCE BATTERY IN RESERVE



## 198. ELEVATE



## 199. DEPRESS





## BOAT CALLS

If there be more than one boat of a kind its number is indicated by C's following the call.

## 200A. RACE BOAT CREW



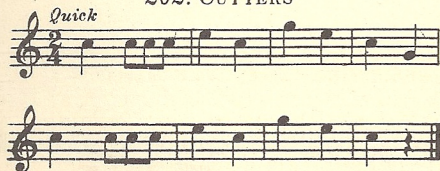
## 200B. STEAMERS



## 201. LAUNCHES



## 202. CUTTERS



## 203. WHALEBOATS



## 204. BARGE



## 205. GIG



206. DINGY (once) WHERRY (twice)

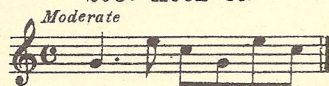




## 207. AWAY ALL BOATS



## 208. HOOK ON



## 209. MAN BOAT-FALLS



## 210. MUSTER BOAT-CREWS





