

# CASEY'S BUGLE CALLS



## **CUMBERLAND GUARD BUGLE CALLS.**

### Cumberland Guard Preludes.

1<sup>st</sup> Battalion.

2<sup>d</sup> Battalion.

3<sup>d</sup> Battalion.

1. Attention.
2. Signal of Execution.
3. The General.
4. The Assembly.
5. To the Colors.
6. The Recall.
7. Quick Time.
8. Double Quick Time.
9. The Charge.
10. The Reveille.
11. The Retreat.  
Taps.
12. Tattoo.
13. To Extinguishing Lights.
14. Assembly of the Buglers.
15. Assembly of the Guard.
16. Orders for the Orderly Sergeants.
17. For Officers to Take Their Places in the  
Line after Firing.
18. The Disperse.
19. Officer's Call
20. Breakfast Call
21. Dinner Call.
22. Sick Call.

23. Fatigue Call

24. Church Call.

25. Drill Call.

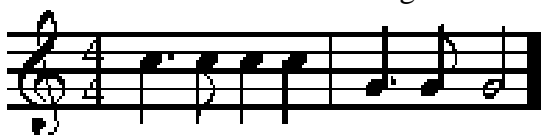
26. School Call.

1. Fix Bayonet.
2. Unfix Bayonet.
3. Quick Time.
4. Double Quick Time.
5. The Run.
6. Deploy as Skirmishers.
7. Forward.
8. In Retreat.
9. Halt.
10. By the Right Flank.
11. By the Left Flank.
12. Commence Firing.
13. Cease Firing.
14. Change direction to the Right.
15. Change Direction on the Left.
16. Lie Down.
17. Rise Up.
18. Rally by Fours.
19. Rally by Sections.
20. Rally by Platoons.
21. Rally upon the Reserve.
22. Rally on the Battalion.
23. Assemble on the Battalion.

# CUMBERLAND GUARD BUGLE CALLS.

## Cumberland Guard Bugle Preludes

Cumberland Guard Brigade



1<sup>st</sup> Battalion



2<sup>d</sup> Battalion



3<sup>d</sup> Battalion



## CUMBERLAND GUARD BUGLE CALLS.

### 1. *Attention.*

120 = ♩ Allegro.



### 2. *Signal of Execution.*

**Allegro.**



### 3. *The General.*

130 = ♩ Presto.



## CUMBERLAND GUARD BUGLE CALLS.

### 4. *The Assembly.*

80 = ♩ Andante.



### 5. *To the Color.*

80 = ♩ Andante.





## CUMBERLAND GUARD BUGLE CALLS.

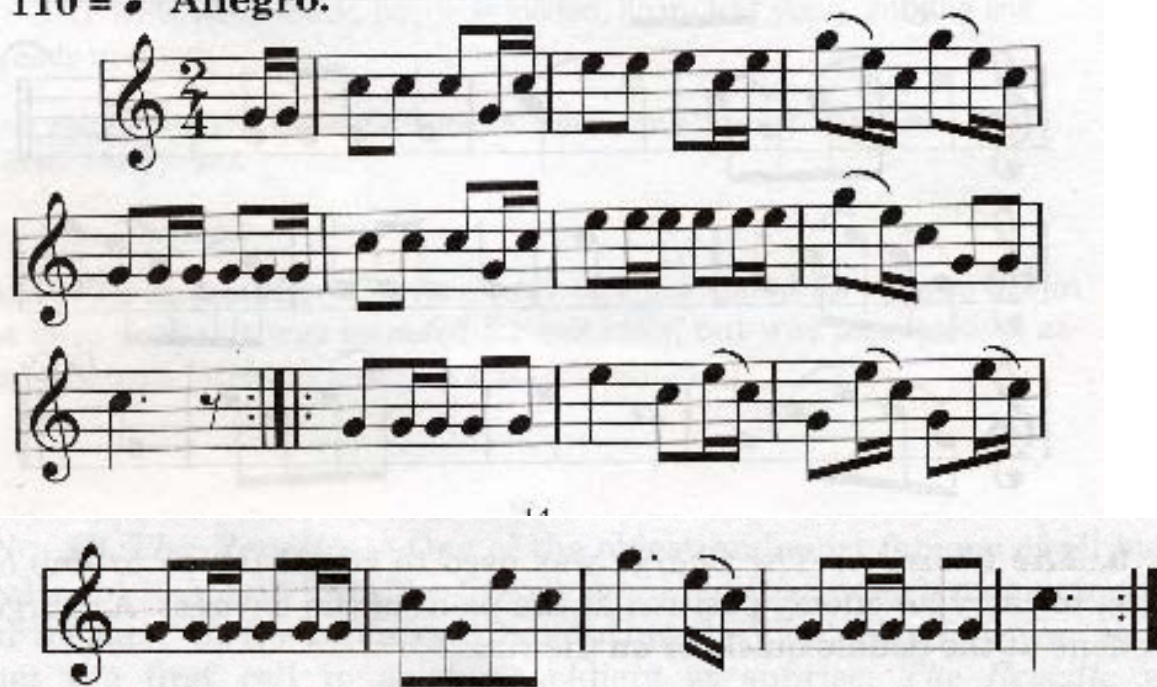
### 6. *The Recall.*

80 = ♩ Andante.



### 7. *Quick Time.*

110 = ♩ Allegro.



## CUMBERLAND GUARD BUGLE CALLS.

### 8. *Double Quick Time.*

165 = ♩ Allegro.



### 9. *The Charge.*

115 = ♩ Allegro.





## CUMBERLAND GUARD BUGLE CALLS.

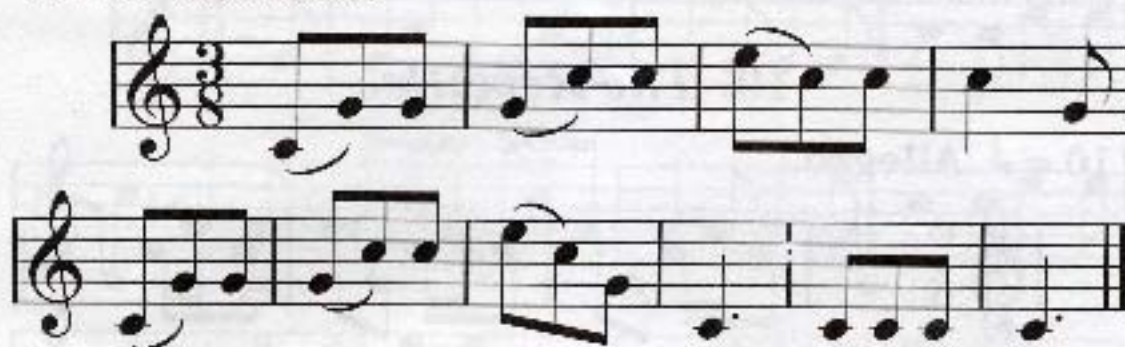
### 10. *The Reveille.*

110 = ♩ Allegro.



### 11. *Retreat.*

76 = ♩ Andante.





## CUMBERLAND GUARD BUGLE CALLS.

40 = ♩ Andante.

**Taps.**



The musical notation consists of two staves in 4/4 time. The first staff begins with a treble clef and a 4/4 time signature. It contains four measures: the first measure has a quarter note on G4 and a quarter note on A4; the second measure has a half note on B4 with a fermata; the third measure has a quarter note on C5 and a quarter note on D5; the fourth measure has a quarter note on E5 and a quarter note on F5. The second staff also begins with a treble clef and contains four measures: the first measure has a half note on G4 with a fermata; the second measure has a quarter note on A4 and a quarter note on B4; the third measure has a quarter note on C5 and a quarter note on D5; the fourth measure has a half note on E5 with a fermata. The piece concludes with a double bar line.

## CUMBERLAND GUARD BUGLE CALLS.

### 12. *Tattoo.*

112 = ♩ Allegro.



## CUMBERLAND GUARD BUGLE CALLS.

### **16. *Orders for Orderly Sergeants.***

72 = ♩ Allegro.



### **17. *For Officers to take their place in line after firing.***

108 = ♩ Allegro.



### **18. *The Disperse.***

120 = ♩ Allegro.





## CUMBERLAND GUARD BUGLE CALLS.

### 19. *Officers' Call.*

152 = ♩ Allegro.



### 13. *To Extinguish Lights.*

76 = ♩ Allegro.

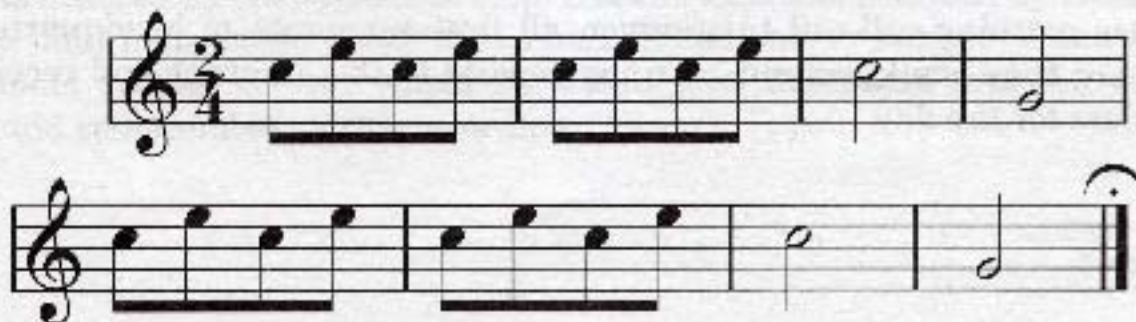




## CUMBERLAND GUARD BUGLE CALLS.

### *14. Assembly of the Buglers.*

160 = ♩ Presto.



### *15. Assembly of the Guard.*

112 = ♩ Allegro.



### *16. Orders for Orderly Sergeants.*

72 = ♩ Allegro.



## CUMBERLAND GUARD BUGLE CALLS.

### *17. For Officers to take their place in line after firing.*

108 = ♩ Allegro.



### *18. The Disperse.*

120 = ♩ Allegro.



### *19. Officers' Call.*

152 = ♩ Allegro.



## CUMBERLAND GUARD BUGLE CALLS.

### 20. *Breakfast Call.*

138 = ♩ Allegro.



### 21. *Dinner Call.*

110 = ♩ Allegro.





## CUMBERLAND GUARD BUGLE CALLS.

### 22. *Sick Call.*

110 = ♩ Allegro.



### 23. *Fatigue Call.*

92 = ♩ Allegro.





## CUMBERLAND GUARD BUGLE CALLS.

### 24. *Church Call.*

80 = ♩ Andante.



### 25. *Drill Call.*

76 = ♩ Maestoso.



## CUMBERLAND GUARD BUGLE CALLS.

### 26. *School Call.*

110 = ♩ Allegro.



## CUMBERLAND GUARD BUGLE CALLS.

Calls For Skirmishers

### 1. *Fix Bayonet.*



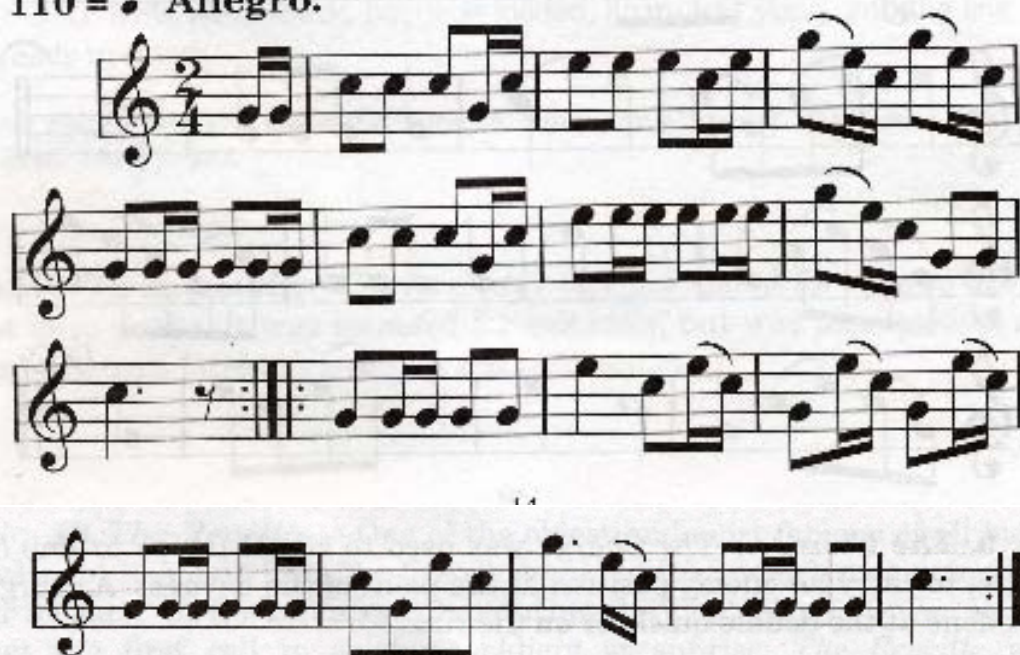
### 2. *Unfix Bayonet.*

80 = ♩ Andante.



### 7. *Quick Time.*

110 = ♩ Allegro.





## CUMBERLAND GUARD BUGLE CALLS.

### 4. *Double Quick Time.*

165 = ♩ Allegro.



### 5. *The Run.*

160 = ♩ Presto.





## CUMBERLAND GUARD BUGLE CALLS.

### 6. *Deploy as Skirmishers.*

110 = ♩ Allegro.



### 7. *Forward.*

160 = ♩ Presto.



### 8. *In Retreat.*

76 = ♩ Allegro.



## CUMBERLAND GUARD BUGLE CALLS.

### 9. *Halt.*

160 = ♩ Presto.



### 10. *By the right flank.*

160 = ♩ Presto.



### 11. *By the left flank.*

160 = ♩ Presto.



### 12. *Commence firing.*

160 = ♩ Presto.



## CUMBERLAND GUARD BUGLE CALLS.

**13. Cease firing.**

50 =  **Maestoso.**



14. *Change direction to the right.*

110 =  Allegro.



15. *Change direction to the left.*

110 = ♩ Allegro.



16. *Lie down.*

50 =  Moderato.






## CUMBERLAND GUARD BUGLE CALLS.

### 17. *Rise up.*

50 =  Moderato.




### 18. *Rally by fours.*

130 =  Allegro.




### 19. *Rally by sections.*

130 =  Allegro.



### 20. *Rally by platoons.*

130 =  Allegro.





## CUMBERLAND GUARD BUGLE CALLS.

### *21. Rally upon the Reserve.*

76 = ♩ Andante.



### *23. Assemble on the Battalion.*

80 = ♩ Andante.

