

# CUMBERLAND GUARD DRUM CALLS



## **From:**

**'The Drummers' and Fifers Guide' by Geo. Bruce and Dan D. Emmett - 1862-65**

**'New and Improved Instruction for the Drum with Origin & Notation' By Col. H.C. Hart – 1862**

**'The Army Drum and Fife Book' By Keach, Burditt, and Cassidy – 1861**

**'United States Regulation Drum and Fife Instructor' By Elias Howe – 1861**

**'Infantry Tactics.' By Silas Casey - 1865**

# CUMBERLAND GUARD DRUM CALLS

## List of Calls

### Drum Preludes

1. Cumberland Guard Brigade.
2. 1<sup>st</sup> Battalion.
3. 2<sup>d</sup> Battalion.
4. 3<sup>d</sup> Battalion.
5. 4<sup>th</sup> Battalion.
6. 5<sup>th</sup> Battalion.

### Camp Duty.

7. Drummer's Call.
8. 1<sup>st</sup> Sergeant's Call.
9. The Long Roll.
10. Drill Call.
11. Officer's Call.
12. The Color.
13. a. Church Call and Parley.
13. b. First Camp. (only)
14. The General.
15. The Girl I Left Behind Me.
16. Common Time.
17. Quick Time.
18. The Rogue's March.

### The Reveille.

19. a. One Tap.
19. b. Three Camps.
19. c. Slow Scotch.
19. d. Austrian.
19. e. Hessian.
19. f. Prussian.
19. g. The Dutch.
19. h. Quick Scotch.

19. i. First Camp. (only)

19. j. Three Cheers.

### Morning Duty.

20. Water Call.
21. Wood Call.
22. Pioneer's Call.
23. Assembly
24. Surgeons Call.
25. Breakfast Call.  
(Peas upon a trencher)

### 26. Adjutant's Call.

27. a. Three Cheers.
27. b. The Troop.
27. c. Three Cheers.
28. Dinner Call.  
(Roast Beef)

### Afternoon Duty.

29. a. Three Cheers.
29. b. Retreat.
29. c. Three Cheers.

### The Tattoo.

30. a. Three Taps
30. b. Three Cheers.
30. c. The Doubling.
30. d. New Tatter Jack.
30. e. The Doubling.
30. f. Slow March.
30. g. The Doubling.
30. h. Downfall of Paris.

30. i. The Doubling.

30. j. My Lodging on the Cold  
Ground.

30. k. The Doubling.

30. l. Quick Step.

30. m. The Doubling.

30. n. Three Cheers.

30. o. The Doubling.

### The Taps.

31. Taps.

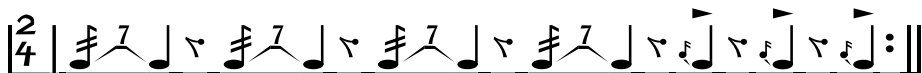
### Signal Calls.

32. a. To Recall Detachment
32. b. Run., The
32. c. Deploy as Skirmishers.
32. d. Forward.
32. e. In Retreat.
32. f. Halt.
32. g. By the Right Flank.
32. h. By the Left Flank.
32. i. Commence Firing.
32. j. Cease Firing.
32. k. Change Directions to the  
Right.
32. l. Change Directions to the  
Left.
32. m. Lie Down
32. n. Rise Up.

# CUMBERLAND GUARD DRUM CALLS

## DRUM PRELUDES.

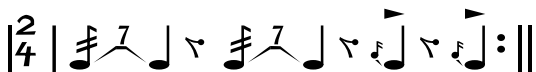
### 1.) Cumberland Guard Brigade. (*Battalion*)



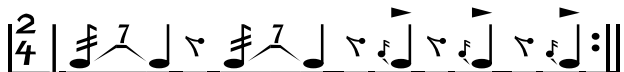
### 2.) 1<sup>st</sup> Battalion. (*1<sup>st</sup> Company*)



### 3.) 2<sup>d</sup> Battalion. (*2<sup>d</sup> Company*)



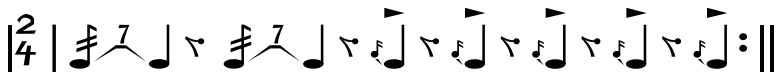
### 4.) 3<sup>d</sup> Battalion. (*3<sup>d</sup> Company*)



### 5.) 4<sup>th</sup> Battalion. (*4<sup>th</sup> Company*)



### 6.) 5<sup>th</sup> Battalion. (*5<sup>th</sup> Company*)



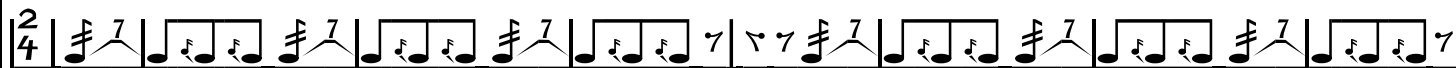
End of Drum Preludes.

# CUMBERLAND GUARD DRUM CALLS

## CAMP DUTY CALLS.

### 7.) Drummer's Call.

*Bruce & Emmett Scott's*



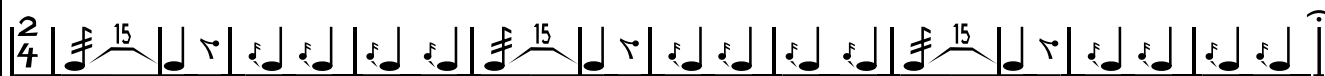
*Quicker.*



*Once Through.*

### 8.) 1<sup>st</sup> Sergeants Call.

*Bruce & Emmett*



### 9.) The Long Roll.



### 10.) Drill Call.

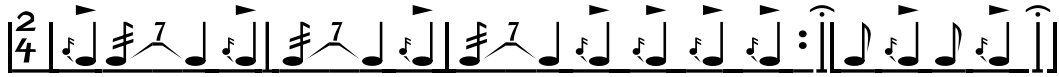
*Howe's*



# CUMBERLAND GUARD DRUM CALLS

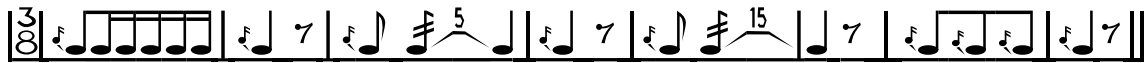
## 11.) Officer's Call.

*Keach's*



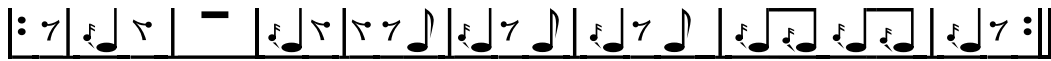
## 12.) The Color.

*Bruce & Emmett*

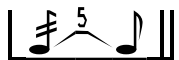


## 13. a.) Church Call and The Parley.

*Bruce & Emmett*



*Allegro.*

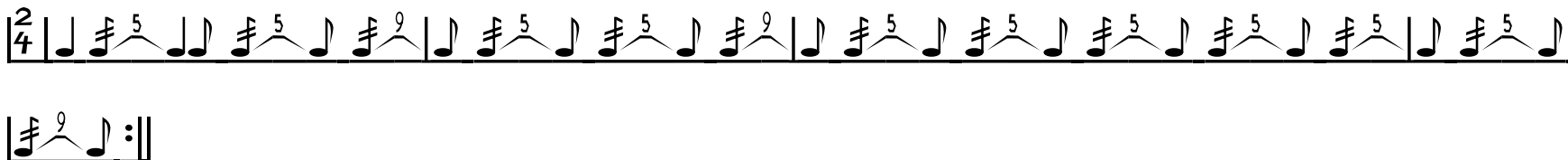


*Nota Bene, the 1<sup>st</sup> CAMP is to be played at the end.*

## CUMBERLAND GUARD DRUM CALLS

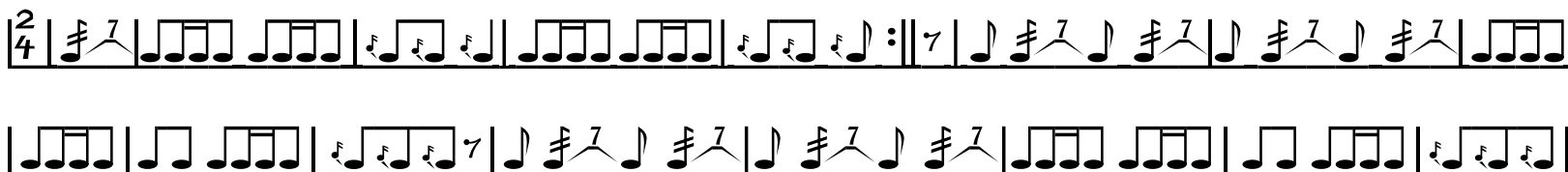
### 13. b.) 1<sup>st</sup> Camp.

Bruce & Emmett  
1<sup>st</sup> Camp



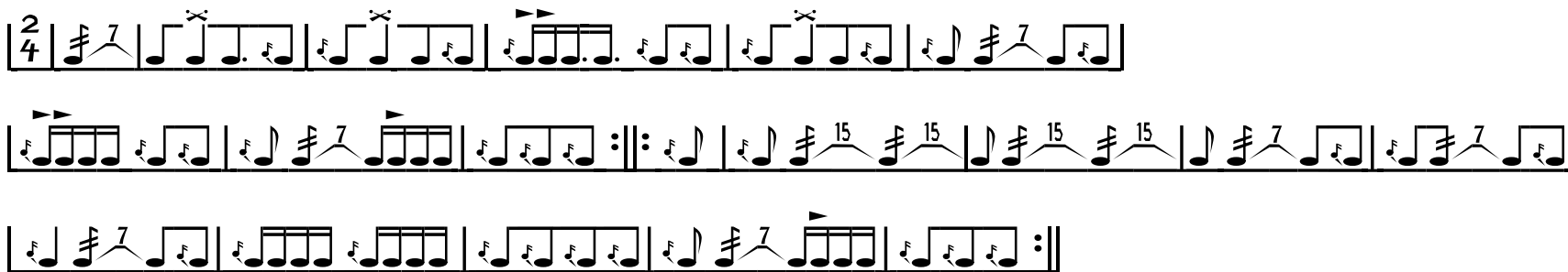
### 14.) The General.

Bruce & Emmett



### 15.) The Girl I Left Behind Me.

Bruce & Emmett

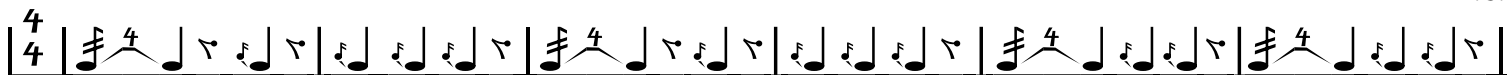


## CUMBERLAND GUARD DRUM CALLS

### 16.) Common Time.

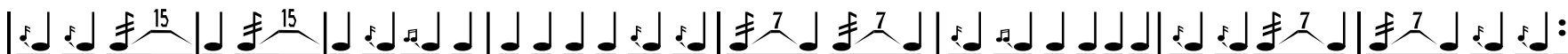
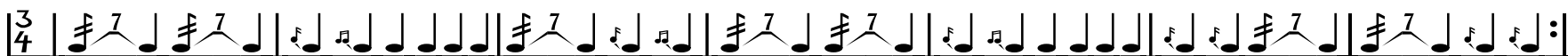
*Casey's*

*D.C.*



### 17. Quick Time.

*Hart's*



### 18.) The Rogue's March.

*Bruce & Emmett*



**End of Camp Duty.**

# CUMBERLAND GUARD DRUM CALLS

## THE REVEILLE.

### 19. a.) Three Camps.

*Bruce & Emmett*

*1<sup>st</sup> Camp*

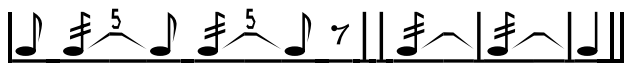


Tap

*2<sup>d</sup> Camp*



*3<sup>d</sup> Camp*





# CUMBERLAND GUARD DRUM CALLS

## 19. b.) Slow Scotch.

Bruce & Emmett

The musical score for 'Slow Scotch' is written in 2/4 time and consists of ten staves of notation. The first staff begins with a 2/4 time signature and a key signature of one sharp (F#). The notation includes various rhythmic patterns such as eighth notes, quarter notes, and sixteenth notes, often with beams connecting them. Dynamic markings are placed below the notes to indicate volume changes. The dynamics used are *f* (forte), *p* (piano), *pp* (pianissimo), and *ff* (fortissimo). The score concludes with a final cadence consisting of a quarter note followed by a half note.

*f* *p* *f* *p* *f* *p* *f*

*p* *f* *p* *f*

*p* *f* *p* *f*

*p* *f*

*pp* *f* *pp*

*ff* *pp*

*ff* *pp* *f* *pp*

# CUMBERLAND GUARD DRUM CALLS

## 19. c.) Austrian.

Bruce & Emmett

Musical notation for the Austrian drum call, consisting of five staves. The first staff begins with a 2/4 time signature. The notation includes various rhythmic patterns, rests, and articulation marks such as slurs and accents. The piece concludes with a double bar line.

## 19. c.) Hessian.

Bruce & Emmett

Musical notation for the Hessian drum call, consisting of five staves. The first staff begins with a 2/4 time signature. The notation includes various rhythmic patterns, rests, and articulation marks such as slurs and accents. The piece concludes with a double bar line.

## CUMBERLAND GUARD DRUM CALLS

### 19. d.) Prussian.

*Bruce & Emmett*

Musical notation for 'Prussian' drum call, 2/4 time signature. The notation consists of three staves. The first staff begins with a 2/4 time signature and contains a sequence of notes with various ornaments (accents, slurs, and '9' markings). The second and third staves continue the melody, featuring similar ornaments and ending with a double bar line and repeat signs.

### 19. e.) The Dutch.

*Bruce & Emmett*

Musical notation for 'The Dutch' drum call, 3/8 time signature. The notation consists of three staves. The first staff begins with a 3/8 time signature and contains a sequence of notes with various ornaments (accents, slurs, and '7' markings). The second and third staves continue the melody, featuring similar ornaments and ending with a double bar line and repeat signs. Below the third staff, there are four '< >' symbols.

# CUMBERLAND GUARD DRUM CALLS

## 19. f.) Quick Scotch

Bruce & Emmett

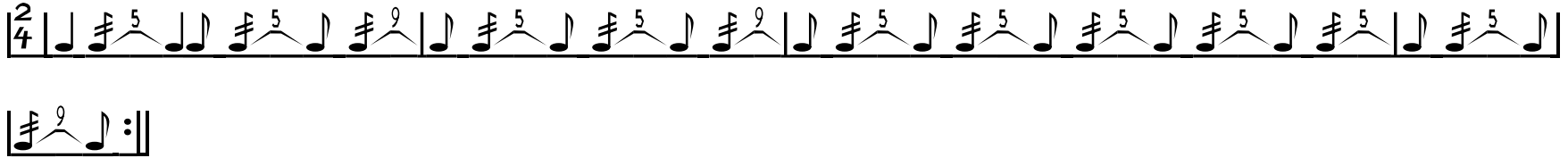
The musical notation for 'Quick Scotch' is written in 2/4 time. It consists of ten staves of music. The first staff begins with a 2/4 time signature and a key signature of one sharp (F#). The melody is composed of eighth and sixteenth notes, often beamed together. The notation includes various rhythmic patterns and accents, such as slurs and dynamic markings like 'f' (forte). The piece concludes with a double bar line.

## CUMBERLAND GUARD DRUM CALLS

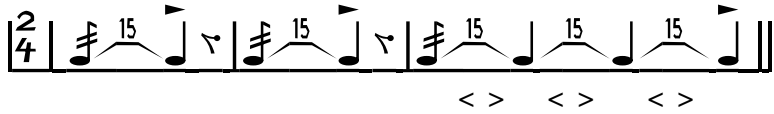
### 19. g.) 1<sup>st</sup> Camp.

*Bruce & Emmett*

*1<sup>st</sup> Camp*



### 19. h.) The Three Cheers.



**End of Reveille.**

# CUMBERLAND GUARD DRUM CALLS

## MORNING DUTY.

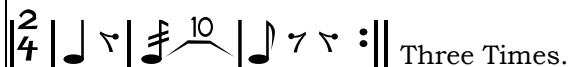
### 20.) Water Call.

*Keach's*



### 21.) Wood Call.

*Keach's*



### 22.) Pioneer's Call. (*Fatigue Call*)

*Bruce & Emmett*

*Allegro.*



> *Repeat at option.*

### 23.) Assembly Call.

*Bruce & Emmett*



## CUMBERLAND GUARD DRUM CALLS

### 24.) Surgeon's Call.

Bruce & Emmett

Musical notation for Surgeon's Call, 2/4 time. The piece consists of four staves of music. The first staff begins with a treble clef and a 2/4 time signature. It contains a sequence of notes with various ornaments (accents and slurs) and rests. The second staff continues the melody with similar ornaments. The third staff features more complex rhythmic patterns with slurs and ornaments. The fourth staff concludes the piece with a final flourish and a double bar line.

### 25.) Breakfast Call. (Peas upon a Trencher)

Bruce & Emmett

*Allegro.*

Musical notation for Breakfast Call, 2/4 time. The piece consists of two staves of music. The first staff begins with a treble clef and a 2/4 time signature. It contains a sequence of notes with various ornaments (accents and slurs) and rests. The second staff continues the melody with similar ornaments and includes a triplet of notes. The piece concludes with a double bar line.

*To be played twice over.*

### 26.) Adjutant's Call.

Bruce & Emmett

Musical notation for Adjutant's Call, 2/4 time. The piece consists of a single staff of music. It begins with a treble clef and a 2/4 time signature. The melody is composed of notes with slurs and triplets. The piece concludes with a double bar line.

## CUMBERLAND GUARD DRUM CALLS

### 27 a.) The Three Cheers.

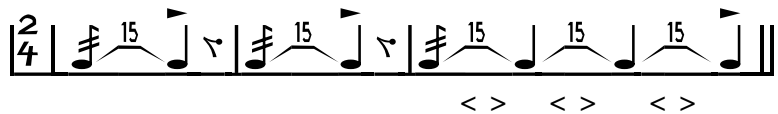


### 27. b.) The Troop.

*Bruce & Emmett*



### 27 a.) The Three Cheers.





## CUMBERLAND GUARD DRUM CALLS

### **28. Dinner Call. (Roast Beef)**

*Bruce & Emmett*

The musical notation is written on four staves in 6/8 time. The first staff begins with a treble clef and a key signature of one sharp (F#). The melody consists of eighth and sixteenth notes, with various rhythmic patterns and ornaments. The notation includes several triplets (marked with a '3') and slurs. The piece concludes with a double bar line.

**End of Morning Duty.**

# CUMBERLAND GUARD DRUM CALLS

## AFTERNOON DUTY.

### 29. a.) The Three Cheers.



### 29. b.) The Retreat.

*Bruce & Emmett*

*Moderato.*



### 29. c.) The Three Cheers.



**End of Afternoon Duty.**

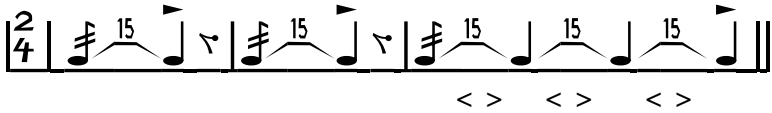
# CUMBERLAND GUARD DRUM CALLS

## THE TATTOO.

### 30. a.) Three Taps.



### 30. b.) The Three Cheers.



### 30. k.) The Doubling.

*Bruce & Emmett*



### 30. d.) New Tatter Jack.

*Bruce & Emmett*



## CUMBERLAND GUARD DRUM CALLS

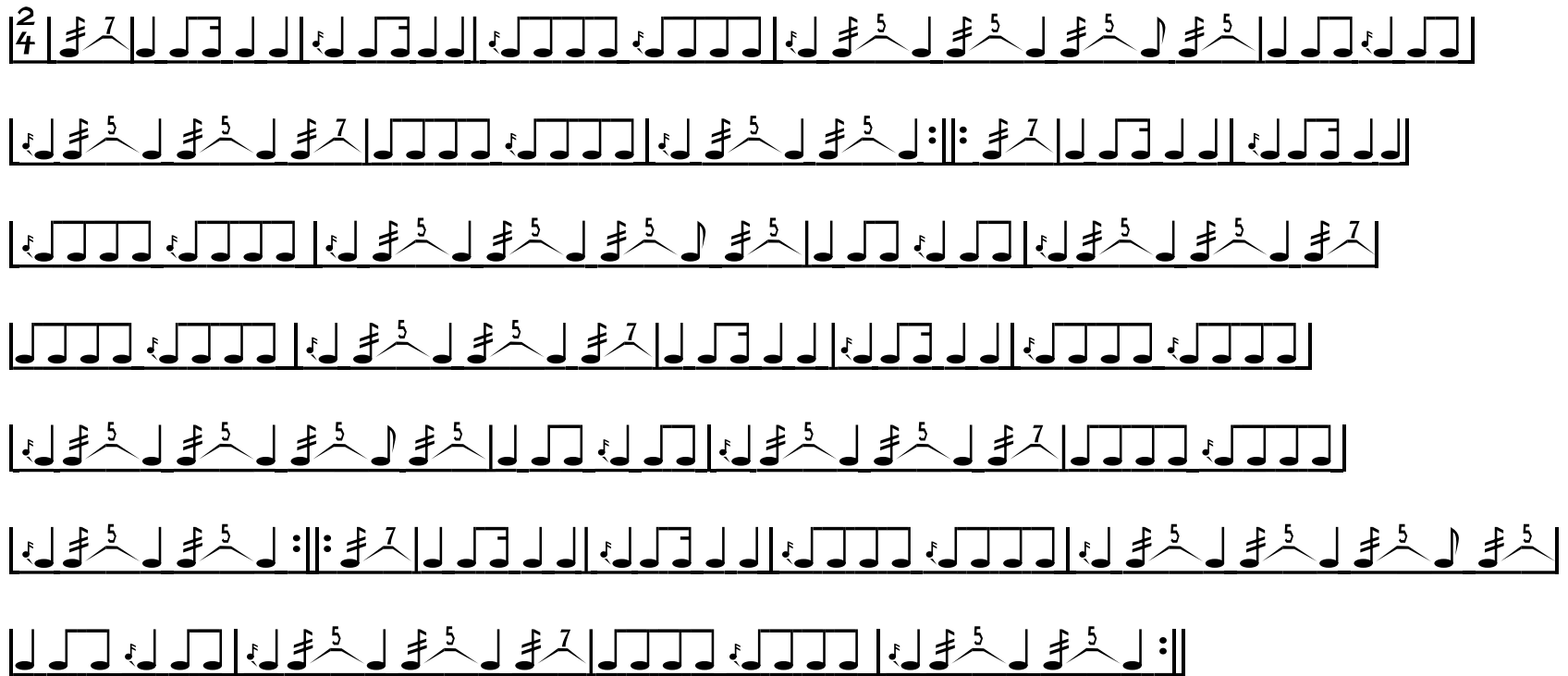
### **30. k.) The Doubling.**

*Bruce & Emmett*



### **30. f.) Slow March.**

*Bruce & Emmett*



## CUMBERLAND GUARD DRUM CALLS

### **30. k.) The Doubling.**

*Bruce & Emmett*



### **30. h.) Down Fall of Paris.**

*Bruce & Emmett*



## CUMBERLAND GUARD DRUM CALLS

### 30. k.) The Doubling.

*Bruce & Emmett*



### 30. j.) My Lodging on the Cold Ground.

*Bruce & Emmett*



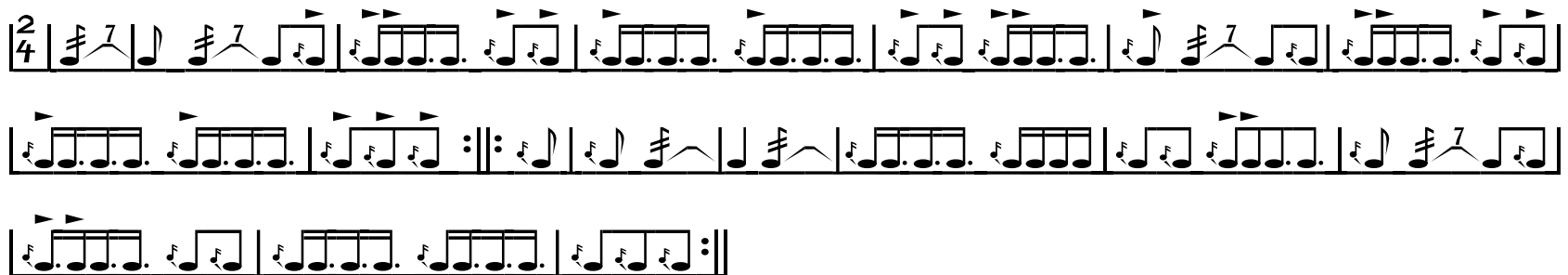
### 30. k.) The Doubling.

*Bruce & Emmett*



### 30. l.) Quick Step.

*Bruce & Emmett*



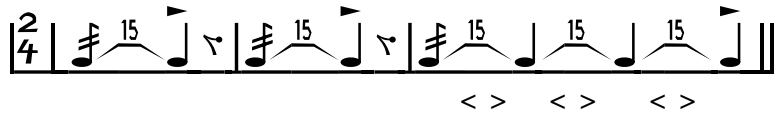
## CUMBERLAND GUARD DRUM CALLS

### **30. k.) The Doubling.**

*Bruce & Emmett*



### **30. n.) The Three Cheers.**



### **30. k.) The Doubling.**

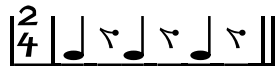
*Bruce & Emmett*



**End of Tattoo.**

**TAPS.**

### **31.) Taps.**



**End of Taps.**

# CUMBERLAND GUARD DRUM CALLS

## SIGNALS.

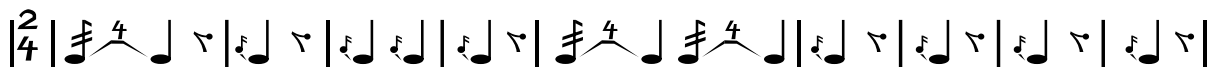
### 32a.) To Recall Detachment. 80 Steps.

Bruce & Emmett



### 32. b.) The Run. 160 Steps.

Casey's



### 32. c.) Deploy as Skirmishers. 80 Steps.

Casey's



### 32. d.) Forward. 76 Steps.

Casey's



### 32. e.) March in Retreat. 100 Steps.

Bruce & Emmett







## CUMBERLAND GUARD DRUM CALLS

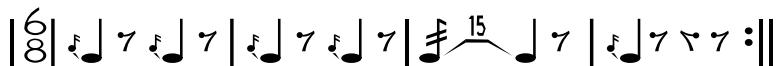
### **32. k.) Change Directions to the Right. 120 Steps.**

*Casey's*



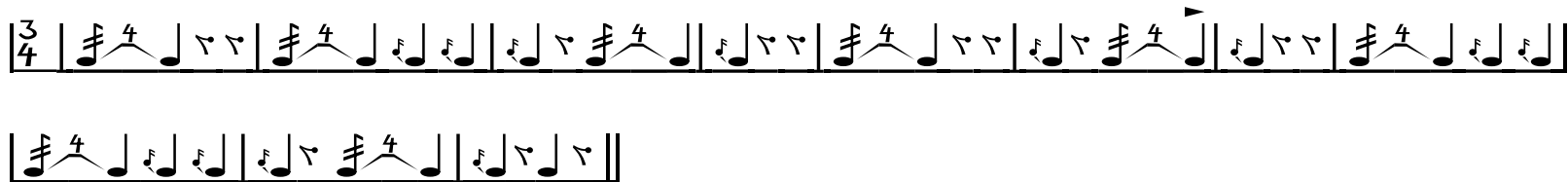
### **32. l.) Change Directions to the Left. 144 Steps.**

*Casey's*



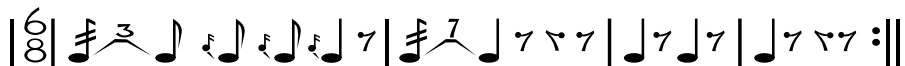
### **32. m.) Lie Down. 80 Steps.**

*Casey's*



### **32. n.) Rise Up. 120 Steps.**

*Casey's*



**End of Signals.**