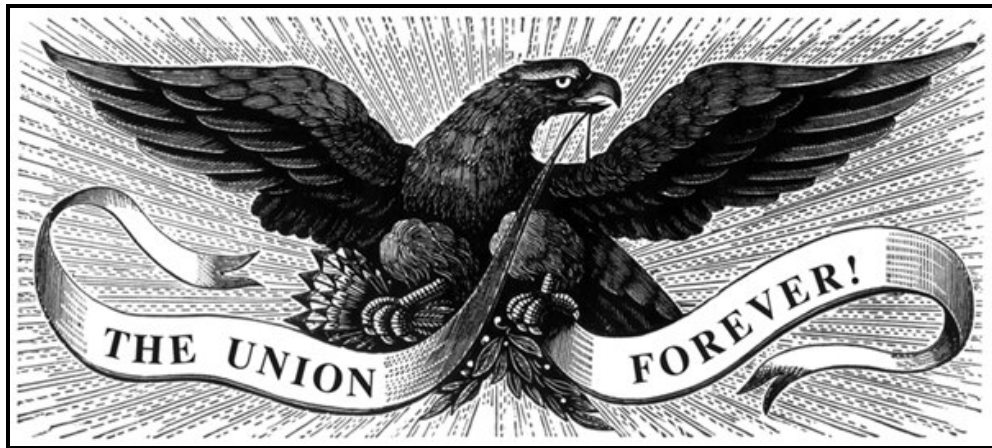


**THE  
CUMBERLAND GUARD  
FIELD MUSIC CALL GUIDE FOR  
DRUM.**

**Camp Duties and Calls.**



Information from.

'The Drummers' and Fifers Guide'  
by Geo. Bruce and Dan D. Emmett  
1861

'New and Improved Instructor for the Drum with Original Notation'  
by Colonel H. C. Hart  
1862

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Captain Thomas L. Emerick  
7<sup>th</sup> Michigan Volunteer's Co. B

Assembled by  
Lieutenant William J. Ott  
Chief Aide de Camp  
Staff of the Cumberland Guard

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## NOTICE.

**Do to the time restraints and the set schedule at a reenactment event. Not all drum and bugle calls are used nor is the daily schedule followed as documented in the U.S. Regulations, Casey's and/or history.**

**One should also note that in reading the letters, dairies and Official Records one shall find that calls and schedules varied from season, commander and situation.**



# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## REGULAR DUTY CALLS.

### THE REVEILLE.

1.

Time: 15 minutes before the Reveille.

Location: Headquarters Tent.

Musicians: Police Drummer.

Call: **Drummers Call. (1<sup>st</sup> Call)**

Signal for the Police Drummer and Fifer from each Regiment and Battalion to immediately retire to the Regimental or Battalion parades before their colors.

2.

Time: 10 minutes before the Reveille.

Location: Parade Grounds before the colors.

Musicians: Police Drummer.

Call: **Drummers Call (2<sup>d</sup> Call)**

Signal for the remainder of the Field Music to assemble on the parade grounds.

Beating commences with the Regiment on the right and is taken up immediately by all others assigned to beat the signal.

3.

Time: Time set by the Commander.

Location: Parade Grounds before the colors.

Musicians: Field Music.

Call: **The Reveille. -**

**Three Camps. (Points of War)**

**Slow Scotch.**

**Austrian.**

**Hessian.**

**Prussian.**

**The Dutch.**

**Quick Scotch.**

**Three Camps. (First Camp only)**

Signal for Troops to rise and form in the company parades. Roll call is taken by the First Sergeants superintended by a commissioned officer of the Company. Announcements will be made concerning guard duty assignments for the next 24 hours, drills for the day, &c. Also, the Sentinels are to leave off challenging.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

4.

Time: After roll call.  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **Wood Call**

Signal for troops assigned to fuel details to commence gathering fire wood.

5.

Time: After wood call.  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **Water Call.**

Signal for troops assigned to water details to fetch water.

6.

Time: After Water Call.  
Location: Headquarters Tent.  
Musicians: Police Drummer/Orderly Fifer.  
Call: **Surgeon's Call.**

Signal for the First Sergeants to escort sick to the Hospital (or Surgeon's tent) and submit a written report on those unable to be moved.

7.

Time: 15 minutes after The Reveille.  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **Pioneer' Call. (Fatigue Call)**

Signal the work details to begin policing camp, &c. Drum questionable, disorderly and idle women out of camp.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## BREAKFAST.

8.

Time: 15 minutes before Breakfast Call.  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **Drummers Call. (1<sup>st</sup> Call)**

Signal for the Police Drummer and Fifer from each Regiment and Battalion to immediately retire to the Regimental or Battalion parades before their colors.

9.

Time: 10 minutes before Breakfast Call.  
Location: Parade Grounds before the colors.  
Musicians: Police Drummer.  
Call: **Drummers Call. (2<sup>d</sup> Call)**

Signal for the remainder of the Field Music to assemble on the parade grounds.  
Beating commences with the Regiment on the right and is taken up immediately by all others assigned to beat the signal.

10.

Time: Time set by the Commander.  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **Peas upon the Trencher (Breakfast Call)**

Signal for troops to eat breakfast.

11.

Time: 5 minutes after Breakfast Call.  
Location: Parade Grounds before the colors.  
Musicians: Police Drummer.  
Call: **First Sergeants Call. (Orderly Call)**

Signal for First Sergeants to immediately report results of the morning roll-call to the Adjutant's at his quarters.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## OFFICER'S MEETING.

12.

Time: 15 minutes before Officer's Call.

Location: Headquarters Tent.

Musicians: Police Drummer.

Call: **Drummers Call. (1<sup>st</sup> Call)**

Signal for the Police Drummer and Fifer from each Regiment and Battalion to immediately retire to the Regimental or Battalion parades before their colors.

13.

Time: 10 minutes before Officer's Call.

Location: Parade Grounds before the colors.

Musicians: Police Drummer.

Call: **Drummers Call. (2<sup>d</sup> Call)**

Signal for the remainder of the Field Music to assemble on the parade grounds.

Beating commences with the Regiment on the right and is taken up immediately by all others assigned to beat the signal.

14.

Time: Time set by the Commander.

Location: Parade Grounds before the colors.

Musicians: Drum Corps.

Call: **Officer's Call.**

Signal for Company and Battalion Officer's to assemble the Headquarters for meeting.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## DRILL.

15.

Time: 15 minutes before Drill.  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **Drummers Call. (1<sup>st</sup> Call)**

Signal for the Police Drummer and Fifer from each Regiment and Battalion to immediately retire to the Regimental or Battalion parades before their colors.

16.

Time: 10 minutes before Drill.  
Location: Parade Grounds before the colors.  
Musicians: Police Drummer.  
Call: **Drummers Call. (2<sup>d</sup> Call)**

Signal for the remainder of the Field Music to assemble on the parade grounds.  
Beating commences with the Regiment on the right and is taken up immediately by all others assigned to beat the signal.

17.

Time: After 2<sup>d</sup> Call.  
Location: Parade Grounds.  
Musicians: Field Music.  
Call: **Drill Call.**

18.

Time: Time set by the Commander.  
Location: Parade Grounds before the colors.  
Musicians: Police Drummer.  
Call: **Assembly.**

Signal for troops to assemble on the company parades and hold themselves in readiness to respond promptly to other signals starting in the center before the colors, drummers will march along the front of the parade grounds to the right, thence to the left, and back to the center where the beating will cease. The Field Music immediately retires to the right of the parade grounds.



# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

19.

Time: After Assembly.  
Location: Parade Grounds before the colors.  
Musicians: Field Music.  
Call: **Adjutant's Call.**  
**Quick Step.**

Signals the Adjutant to establish right and left general guides on line with the Field Music. Signal for the companies to march from company parades to the parade ground and take their position in the line of battle. The Field Music is used to establish the position on the right general guide. Quick Step(s) are played until the companies are formed into line of battle by the Adjutant.

20.

Time: After the general guides are established.  
Location: Parade Grounds on the right.  
Musicians: Field Music.  
Call: **To the Color. (Optional)**

Played upon orders of the Colonel as the color-escort approaches the center of the parade grounds. This is only used when a formal color-escort is used to retrieve and present the color to the Battalion. If the color-escort used, refer to Casey's Title V for duties of Field Music.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## DINNER.

21.

Time: 15 minutes before Dinner.  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **Drummers Call. (1<sup>st</sup> Call)**

Signal for the Police Drummer and Fifer from each Regiment and Battalion to immediately retire to the Regimental or Battalion parades before their colors.

22.

Time: 10 minutes before Dinner.  
Location: Parade Grounds before the colors.  
Musicians: Police Drummer.  
Call: **Drummers Call. (2<sup>d</sup> Call)**

Signal for the remainder of the Field Music to assemble on the parade grounds.  
Beating commences with the Regiment on the right and is taken up immediately by all others assigned to beat the signal.

23.

Time: Time set by the Commander.  
Location: Parade Grounds before the colors.  
Musicians: Field Music.  
Call: **Roast Beef. (Dinner Call)**

Signal for troops to eat dinner.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## THE BATTLE.

24.

Time: 15 minutes before Battle.  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **Drummers Call. (1<sup>st</sup> Call)**

Signal for the Police Drummer and Fifer from each Regiment and Battalion to immediately retire to the Regimental or Battalion parades before their colors.

25.

Time: 10 minutes before Battle.  
Location: Parade Grounds before the colors.  
Musicians: Police Drummer.  
Call: **Drummers Call. (2<sup>d</sup> Call)**

Signal for the remainder of the Field Music to assemble on the parade grounds.  
Beating commences with the Regiment on the right and is taken up immediately by all others assigned to beat the signal.

26.

Time: Time set by the Commander.  
Location: Parade Grounds before the colors.  
Musicians: Police Drummer.  
Call: **Assembly.**

Signal for troops to assemble on the company parades and hold themselves in readiness to respond promptly to other signals starting in the center before the colors, drummers will march along the front of the parade grounds to the right, thence to the left, and back to the center where the beating will cease. The Field Music immediately retires to the right of the parade grounds.

27.

Time: After Assembly.  
Location: Parade Grounds before the colors.  
Musicians: Field Music.  
Call: **Adjutant's Call.**  
**Quick Step.**

Signals the Adjutant to establish right and left general guides on line with the Field Music. Signal for the companies to march from company parades to the parade ground and take their position in the line of battle. The Field Music is used to establish the position on the right general guide. Quick Step(s) are played until the companies are formed into line of battle by the Adjutant.

## THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

28.

Time: After the general guides are established.

Location: Parade Grounds on the right.

Musicians: Field Music.

Call: **To the Color. (Optional)**

Played upon orders of the Colonel as the color-escort approaches the center of the parade grounds. This is only used when a formal color-escort is used to retrieve and present the color to the Battalion. If the color-escort used, refer to Casey's Title V for duties of Field Music.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## DRESS PARADE.

29.

Time: 15 minutes before Dress Parade.

Location: Headquarters Tent.

Musicians: Police Drummer.

Call: **Drummers Call. (1<sup>st</sup> Call)**

Signal for the Police Drummer and Fifer from each Regiment and Battalion to immediately retire to the Regimental or Battalion parades before their colors.

30.

Time: 10 minutes before Dress Parade.

Location: Parade Grounds before the colors.

Musicians: Police Drummer.

Call: **Drummers Call. (2<sup>d</sup> Call)**

Signal for the remainder of the Field Music to assemble on the parade grounds.

Beating commences with the Regiment on the right and is taken up immediately by all others assigned to beat the signal.

31.

Time: Time set by the Commander.

Location: Parade Grounds before the colors.

Musicians: Drum Corps.

Call: **Assembly.**

Signal for troops to assemble on the company parades and hold themselves in readiness to respond promptly to other signals. Starting in the center before the colors, drummers will march along the front of the parade grounds to the right, thence to the left, and back to the center where the beating will cease. The Field Music immediately retires to the right of the parade grounds.

32.

Time: After the general guides are established.

Location: Parade Grounds on the right.

Musicians: Field Music.

Call: **To the Color. (Optional)**

Played upon orders of the Colonel as the color-escort approaches the center of the parade grounds. This is only used when a formal color-escort is used to retrieve and present the color to the Battalion. If the color-escort used, refer to Casey's Title V for duties of Field Music.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## FATIGUE.

33.

Time: 15 minutes before Fatigue.  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **Drummers Call. (1<sup>st</sup> Call)**

Signal for the Police Drummer and Fifer from each Regiment and Battalion to immediately retire to the Regimental or Battalion parades before their colors.

34.

Time: 10 minutes before Fatigue.  
Location: Parade Grounds before the colors.  
Musicians: Police Drummer.  
Call: **Drummers Call. (2<sup>d</sup> Call)**

Signal for the remainder of the Field Music to assemble on the parade grounds.  
Beating commences with the Regiment on the right and is taken up immediately by all others assigned to beat the signal.

35.

Time: Time set by the Commander.  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **Pioneer's Call. (Fatigue Call)**

Signal the work details to begin.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## RETREAT.

36.

Time: 15 minutes before Retreat.  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **Drummers Call. (1<sup>st</sup> Call)**

Signal for the Police Drummer and Fifer from each Regiment and Battalion to immediately retire to the Regimental or Battalion parades before their colors.

37.

Time: 10 minutes before Retreat.  
Location: Parade Grounds before the colors.  
Musicians: Police Drummer.  
Call: **Drummers Call. (2<sup>d</sup> Call)**

Signal for the remainder of the Field Music to assemble on the parade grounds.  
Beating commences with the Regiment on the right and is taken up immediately by all others assigned to beat the signal.

38.

Time: Sunset or After Parade.  
Location: Parade Ground before the Colors.  
Musicians: Field Music  
Call **Retreat. -**

**Three Cheers**  
**Retreat**  
**Three Cheers.**

Signal for troops to form in company parades. Roll-call is taken by the First Sergeants superintended by a commissioned officer of the company.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## SUPPER.

39.

Time: 15 minutes before Supper Call.

Location: Headquarters Tent.

Musicians: Police Drummer.

Call: **Drummers Call. (1<sup>st</sup> Call)**

Signal for the Police Drummer and Fifer from each Regiment and Battalion to immediately retire to the Regimental or Battalion parades before their colors.

40.

Time: 10 minutes before Supper Call.

Location: Parade Grounds before the colors.

Musicians: Police Drummer.

Call: **Drummers Call. (2<sup>d</sup> Call)**

Signal for the remainder of the Field Music to assemble on the parade grounds.

Beating commences with the Regiment on the right and is taken up immediately by all others assigned to beat the signal.

41.

Time: Time set by the Commander.

Location; Parade ground before Colors.

Musicians: Field Music.

Call: **Peas Upon A Trencher. (Supper Call)**

Signal for troops to eat supper.



# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## EXTINUISH LIGHTS

42.

Time: 15 minutes before Extinguish Lights.  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **Drummers Call. (1<sup>st</sup> Call)**

Signal for the Police Drummer and Fifer from each Regiment and Battalion to immediately retire to the Regimental or Battalion parades before their colors.

43.

Time: 10 minutes before Extinguish Lights.  
Location: Parade Grounds before the colors.  
Musicians: Police Drummer.  
Call: **Drummers Call. (2<sup>d</sup> Call)**

Signal for the remainder of the Field Music to assemble on the parade grounds.  
Beating commences with the Regiment on the right and is taken up immediately by all others assigned to beat the signal.

44.

Time: Time set by the Commander.  
Location: Parade Ground before colors.  
Musicians: Field Music.  
Call: **Extinguish Lights. -**  
**Three Cheers.**  
**The Doublings.**  
**The New Tatter Jack Quickstep.**  
**The Doublings.**  
**Slow March.**  
**The Doublings.**  
**The Downfall of Paris.**  
**The Doublings.**  
**My Lodgings on the Cold Ground.**  
**The Doublings.**  
**The Trust to Luck Troop.**  
**The Doublings.**  
**Quick Step.**  
**Three Cheers.**  
**The Doublings.**

Is to beat at set time, after which no musician, or soldier is to be out of his tent or quarters, after having answered to his name at Roll Call.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## TAPS.

45.

Time: 15 minutes past Extinguish Lights.

Location: Headquarters Tent.

Musicians: Police Drummer.

Call: **Taps.**

The Police Drummer will give three distinct taps on the parade ground as a signal for putting out lights.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## IRREGULAR CALLS.

46.

Time: Striking camp  
Location: Headquarters Tent.  
Musicians: Police Drummer.  
Call: **The General.**

Is to be beat only when the whole army is to march, and is the signal to strike the tents and prepare for departure.

(If the army is to move in silence and with caution, the 'General' is omitted,)

47.

Time: Parley requested with the enemy.  
Location: Battle Line.  
Musicians: Field Music.  
Call: **The Parley.**

Is to desire a conference with the enemy.

48.

Time: Church Service.  
Location: Parade Ground before colors.  
Musicians: Field Music.  
Call: **Church Call.**

Signal played to assemble the troops fro religious service.

49.

Time: Alarm in Camp.  
Location: Police Drummer.  
Musicians: Headquarters Tent.  
Call: **Long Roll.**

All of the drummers beat a continuous roll, signal for all troops to prepare as quickly as possible for some type of action.

50.

Time: Drumming out of Camp.  
Location: Police Drummer.  
Musicians:  
Call: **The Rogue's March.**

Played when a defiant soldier is kicked out of the army. He is stripped of all the markings of a soldier and lead out of camp

## THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

51.

Time: Marching Away From Camp.

Location:

Musicians: Field Music

Call: **The Girl I Left Behind Me.**

Traditionally played when departing a city or camp.

# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## NOTES.

In real life there were three daily roll calls in each company, under the superintendence of one of its commissioned officers. For a reenactment there will only be one in the morning. The first follows immediately after reveille, the second after retreat, or evening parade, and the third immediately after tattoo. Absentees from either roll call, unless excused are usually subjected to extra tours of guard, or police duty.

Immediately after reveille roll Call, the tents and quarters are put in order by the men in each company, under the superintendence of the chiefs of squads. The guard-house or tent is put in order by the guard, or when sufficiently numerous, by the prisoners.

The reports of each company, signed by its Captain and First Sergeant, will be handed into the Adjutant daily, at the *First* Sergeant's call.

At the Surgeon's call, the sick then in the companies are conducted to the hospital by one of the Sergeant's, (the *First* when practicable.) who will each hand to the Surgeon, in his company book, a list of all the sick of the company, on which the Surgeon will state who are to remain in, or go into hospital; who are to return to quarters as sick or convalescent; what duties the convalescent in quarters are capable of; what cases are feigned, and any other information in regard to the sick of the company he may have to communicate to the company commander.



# THE CUMBERLAND GUARD FIELD MUSIC DUTY GUIDE

## CALLS NEEDED TO KNOW.

### 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.

## **Field Music Call Guide for Drum and Fifer.**

### **Camp Duty for Field Music.**

#### **Drum Corps:**

Massed drummers of the Regiment or Battalion.

#### **Drum Major:**

Non-Commissioned Officer in charge of the Field Music. He is responsible for overseeing the training, Care of instruments, conduct, assignments, &c. for all of the Field Music.

#### **Field Music:**

Massed drummers and fifers of the Regiment or Battalion. Field Music bivouacked with their respective companies except for those assigned to Police Drummer and Orderly Fifer duties during each 24 hour period.

*At reenactments: The general rule is all of the Field Music will sleep and eat with their company comrades.*

#### **Leading Drummer & Fifer:**

Posted on the right of the Field Music for the purpose of giving necessary signals for the commencement or alteration of any beat or march.

#### **Orderly Fifer:**

The Drum Major will select one fifer to accompany the Guard to the Headquarters Tent. He will attend to the quarters of the Adjutant or officers of the day. And deliver orders. He will then retire to the Headquarters Tent and remain until relieved.

#### **Police Drummer:**

The Drum Major will select one drummer to accompany the Guard to the Headquarters Tent. He will remain there for the purpose of giving signals and should not, under any circumstances, leave his post without permission.

*At a reenactments: The Police Drummer is to bivouac and take his meals with the headquarters staff. The Commanding Officer normally appreciates having a Police Drummer available should the schedule change and to assist with other staff duties.*

#### **Police Drummers & Fifers:**

Musicians selected from each Regiment and Battalion to beat the prescribed signals on the Regimental or Battalion parades.

#### **The Leader:**

The leading Drummer who governs the music played by the Field Music and who receives orders from the Drum Major. At reenactments: Seldom is there a Drum Major present at an event. Normally, The most experienced musician

## **Field Music Call Guide for Drum and Fifer.**

assumes the responsibilities of the Leader. Drum Major and Leading Drummer but retains his position in the ranks with the other Field Music. This sounds scary but all it means is the Field Music should elect a leader to obtain orders and schedules from the Commanding Officer and to determine what music is played when. For this position. a time-piece writing paper and pencil are necessary for recording what signals to play where per the event schedule or Commanding Officer's orders.

### **Time:**

ALWAYS set your time-piece by the time shown on the Commanding Officer's at the beginning of the event. Signals should ALWAYS be played per the time on his time-piece.





## Field Music Call Guide for Drum and Fifer.

### GENERAL ORDER #7-06 Field Music

1. All Companies are expected and encouraged to actively recruit qualified Field Musicians (Fifers, Drummers, and Buglers) to their organizations.
2. All Field Music (Fifers, Drummers, and Buglers) shall report to the Cumberland Guard Headquarters upon arriving at an event.
3. Field Music (Fifers, Drummers, and Buglers) shall fall under the command of the Principal Musician and the Principal Musician to the Cumberland Guard Chief Aid de Camp or any other officer designated by the colonel.
4. Brigade Field Music (Orderly Fifer, Police Drummer, and Bugler), Drum Major and Principal Musician shall camp within the Cumberland Guard Staff area.
5. All Regiment, Company and Battalion (Fifers, Drummers, and Brigade Buglers) shall camp within their Regiment, Company and Battalion areas.
6. A bugled prelude or drum prelude call will be provided for all major maneuver elements. One for each Battalion and for the Brigade. You and your men are expected to recognize your call. Prelude calls will not change once established.
7. Musicians will be functional in order to participate in a Cumberland Guard Event. A musician is expected to know the duty calls, battlefield calls, Parade, Reviews for their branch and have the ability to play in front of troops and spectators. To '*play*' they must be able to perform without hesitation. Hence a musician can be asked at any time to communicate to any Brigade troops, with no mistakes or false stepping.
8. Musicians will be used as they were meant: to maneuver, motivate, and mold troops into skilled, efficient units operating at the express desire of their commanders. If there is a doubt that a musician is functional, an audition in front of a Brigade Principal Musician will be arranged. All musicians (world wide) know what an audition is.
9. Buglers or drummers will sound the orders for the Brigades and Battalions first.... and in that sequence. Small battalion or brigade Fife and Drum Corps should not operate on their own schedule, but shall be integrated in the overall event schedule. Bugles first, fife and drums second, as per period requirements. The Police Drummer or Brigade Bugler will be on duty near the Colonel at all times, and near the Colonel on the battlefield. The Police Drummer or Brigade Bugler should be within earshot of ALL Officers' calls.
10. "*MONDERN TAPS*" will not be sounded at an event unless a special memorial service is held. To "*EXTINGUISH LIGHTS*" will be used as the proper period bugle call. Battles will end with "*CEASE FIRE*" sounded by each branch of service. Drums will also beat the "*LONG ROLL*" for cease-

## Field Music Call Guide for Drum and Fifer.

- fire. "RISE UP" will be the command to resurrect the casualties that don't want to be processed through aid stations.
11. Company Officers, Battalion Commanders, and Brigade staffs are expected to recognize the basic calls, in regard to both military schedule and battlefield movements. All camp and battlefield orders will be communicated by music wherever possible, even if not necessary. When the call comes in over the roar of a battle you and your men will be better prepared to act as they did.
  12. CASEY'S will be used as the primary source for all Bugle Calls and Drum Beats from BRUCE AND EMMETT'S, HART'S AND CASEY'S within the Cumberland Guard.
  13. All calls for both bugle and drum along with the duties of the Field Music are available from the Cumberland Guard Chief Aid de Camp.
  14. Questions concerning the use of music in camp and field will be directed to and adjudicated by the Cumberland Guard's Principal Musician and/or Cumberland Guard Chief Aid de Camp.
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## **Field Music Call Guide for Drum and Fifer.**

### **INSTRUCTIONS FOR THE DRUM MAJOR.**

The number of Beats of the Drum for the Assembly, Parade, and Movements of the Infantry, independent of mere police calls and the particular march of the regiment, is fixed at eighteen.

#### **THESE BEATS ARE:**

1. The General.
2. The Assembly.
3. To the Color.
4. The Long Roll.
5. Common Time.
6. Quick Time.
7. The Reveille.
8. The Troop.
9. The Retreat.
10. The Tattoo.
11. To Recall Detachment.
12. Drummer's Gall.
13. 1<sup>st</sup> Sergeant's Call. (come for orders,)
14. Double Quick Time.
15. Halt.
16. March in Retreat.
17. Commence Firing
18. Cease Firing.

## **Field Music Call Guide for Drum and Fifer.**

### **SIGNALS OF THE DRUM-MAJOR FOR THE DIFFERENT BEATS.**

1. **THE GENERAL.**—Extend the right arm, seize the staff at the middle, and raise the pommel to the height of the chin.
2. **THE ASSEMBLY.**—Extend the right arm, raise the staff about one foot from the ground, and place the thumb on the pommel.
3. **TO THE COLOR.**—Raise the staff perpendicularly, the ferrule upwards, the arm extended and at the height of the shoulder.
4. **THE LONG ROLL.**—Put the staff on the shoulder, the ferrule to the rear.
5. **COMMON TIME.**—Raise the arm, turn the wrist within, and place the staff horizontally across the body at the height of the chin.
6. **QUICK TIME.**—Project the ferrule of the staff direct and horizontally to the front.
7. **DOUBLE QUICK TIME.**—The same signal with a brisk agitation of the staff.

### **SIGNALS FOR THE MOVEMENTS OF THE FIELD MUSIC AND BAND.**

1. **TO MARCH BY THE RIGHT FLANK.**—Take the staff at the middle, and extend the arm to the right.
2. **TO MARCH BY THE LEFT FLANK.**—Make the same signal, extending the arm to the left.
3. **TO DIMINISH FRONT.**—Let the ferrule fall into the left hand, held as high as the eyes.
4. **TO INCREASE FRONT.**—Let the pommel of the staff fall into the left hand, held as high as the eyes.
5. **TO CHANGE DIRECTION.**—Turn half round to the Drummers, and indicate to them by a movement of the staff, to which side they are to wheel or turn.
6. **TO OBLIQUE TO THE RIGHT.**—Extend the right arm as high as the shoulder, holding the staff slantingly, and grasp the ferrule, the left hand as high as the hip.

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7. **TO OBLIQUE TO THE LEFT.**—Make the contrary signal; the pommel of the staff will always indicate to which side the obliquing is to take place.

### **TO GROUND DRUMS, &c.**

1. **TO PUT UP DRUM STICKS.**—Grasp the staff under the pommel, and raise it as high as the eyes, extending the arm to the front.
2. **TO UNSLING DRUMS.**—Draw the pommel to the breast.
3. **TO GROUND DRUMS.**—The same signal as for putting up drum-sticks.
4. **TO TAKE UP DRUMS.**—Make the same signal with the staff as putting up Drumsticks, detaching drums, and grounding Drums.
5. **TO SUSPEND DRUMS.**—Make the same signal with the staff as putting up Drumsticks, detaching drums, and grounding Drums.
6. **TO DRAW OUT DRUMSTICKS.**—Make the same signal with the staff as putting up Drumsticks, detaching drums, and grounding Drums.

### **FURTHER DIRECTIONS FOR THE DRUM-MAJOR.**

1. **POSITION OF ATTENTION.**—Ferrule of the staff resting on the ground, on a line with, and two inches to the right, from the toes, or front portion of the boot—seizing with the right hand the staff three or four inches below the pommel, arm extended, first and second fingers of the hand to the rear, third and fourth fingers and thumb to front of the staff.
2. **SALUTE, (STANDING IN LINE.)**—Make three revolutions with the staff, and carry the pommel across the breast, right hand four inches from, and on a line with the chin; ferrule pointing upwards and obliquely to the front.
3. **SALUTE, (MARCHING IN REVIEW, &c.)**—When within ten paces of the reviewing officer, make numerous revolutions with the staff until arriving directly in front of said officer, when, with a quick motion, the staff will be brought under the right arm, pommel and right arm extended upward and obliquely to the front; at the same time the back of the left hand will be carried to the front of the cap, head and eyes turned towards the officer until the salute has been acknowledged by him; after which, make a few revolutions with the staff, and return it to its former position before giving the salute.

## Field Music Call Guide for Drum and Fifer.

### Fife & Drum Tunes

Tune name; Date; reference; First note-Last note; Meter-Key

### Medleys

Yankee Doodle,1768,18th Cen.,19th Cen. BB p5	D-D	2/4-D
1812 QS,BB p23 & Welcome Here Again,FD,1700's	D-D	2/4-D
The Jaybird, 1775, BB p18	G-D	2/4-D
Fireman's Quickstep, BB p19	D-D	2/4-D
Frog in the Well, 1862, BB p74	A/D-D	2/4-D
Granny Will Your Dog Bite, BB p75	A/D-D	2/4-D
The Girl I Left Behind Me, 1650, BB p4	G-G	2/4-G
Old Dan Tucker, 1843, BB p12	A/D-D	2/4-D
Finnegan's Wake , BB p57	G-G	2/4-G
Rakes of Mallow , 1747, FD	G-G	2/4-G
Paddy on a Handcar, 1778, BB p37	E-A	2/4-D
The Road to Boston, b1797, BB p16	F-D	2/4-D
Waiting For The Federals	B-G	2/4-D
Minstrel Boy, FD	D-G	2/4-G
Scotland the Brave, FD	G-G	2/4-G
Jefferson & Liberty, 1790's, BB p28	B-B	6/8-D
When Johnny Comes Marching Home, 1863, BB p9	B-B	6/8-D
Father O'Flynn, 1788, BB p56	A/D-D	6/8-D
Paddy O'Toole, 1797, BB p20	A/D-D	6/8-D

### Union Medleys

Tramp Tramp Tramp, 1864	A-E	6/8-D or 2/4-D
Battle Hymn of the Republic, 1861	A-D	6/8-D or 2/4-D
Kingdom Coming, 1862	A-D	2/4-D
The Battle Cry of Freedom, 1861	D-D	2/4-D

### Confederate Medleys

The Yellow Rose of Texas, 1858	A-D	2/4-D
Dixie, 1858	D-G	2/4-G
Bonnie Blue Flag, 1860	D-G	6/8-G
Stonewall Jackson's Way, 1862,	A-D	6/8-G

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### Single Tunes or Medley Add-ons

#### Quicksteps

Bonnie Dundee, FD p40	B-G	6/8-G
The Cambell's Are Coming, FD, BE p25	G-B	6/8-D
Garry Owen, 1808, FD, BB p55	G-A	6/8-G
Goober Peas, BB	B-G	6/8-G
The Green Cockade, 1812, BB p26	D-D	6/8-D
The Irish Washerwoman, FD	D-G	6/8-G
Lakes of Sligo		6/8
Larry O'Gaffe, FD	D/G-G	6/8-G
Lincolnshire Poacher (The New York Vol.)	D-G	6/8-G
Merry Men Home from the War (Grave), BE p52	D-G	6/8-G
Northwest Passage (NEW) BB		6/8
Old Rosin the Beau, FD	D-G	6/8-G
Owl Creek QS BE p60	A-D	6/8-D
Rory O'More, FD	E-D	6/8-G
Some Distance from Prussia, BB p38	F-B	2/4-D
Swallowtail Jig, FD p31	E-E	6/8-G
Tenpenny Bit, FD p36	E-A	6/8-G
Barren Rocks of Aden (NEW)	D-	2/4-D
The Bed Bug & The Flea (Marching Through Georgia) BB p54	F-E	2/4-D
Boston March, 1805, JCM, FS	G-G	2/4-G
British Grenadiers (NEW) BE	A/D	2/4
Caledonia, c1780, BB p22	F-D	2/4-D
Cuckoo's Nest, JCM v1 p7	E-E	4/4-G
The Gay Gordons, FD	D-G	2/4-G
The Harriott, FD	F-D	2/4-D
Hell on the Wabash, 1862, BB p27	E/A-A	2/4-A
Hey! Johnnie Cope are Ye Wauken Yet? JCM v1 p11	F-B	4/4-D
Muffled Drum #17 BE p76	D-G	2/4-G
Oh Susanna, 1848,	G-G`	2/4-G
Old Saybrook BB	A/D-	2/4
Wait for the Wagon	A-D	2/4-D
Wearing of the Green, FD	G-G	2/4-G
The White Cockade, FD	G-B	2/4-G
York Fusiliers, 1805 BB p30	D-D	2/4-D

#### Slow Marches, Common Time

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The Red, White, and Blue, 1843, KBC, BB p 45	A-D 4/4-D
Review March KBC p63	D-D 4/4-D
Slow March BE p62 (NEW)	A/D-A 4/4-D
Hail To the Chief, BE p62	A-D ` 4/4-D
Slow March BE p63 top (NEW)	A-D 4/4-D
Funeral March #1, BE p50	D-B 4/4-D
Funeral March #2, BE p 50	F-B 4/4-D
Death of Gen Wolf (NEW)	
Road to Lisdoonvarna (NEW)	

### Troops

Troop: Duke of York, BE p85	D-G 3/4-G
Troop: BE p38	D-D 3/4-D
Retreat: BE p40	D-B 3/4-D

### The Camp Duty and Skirmishers (Cumberland Guard Drum Call Guide)

Cumberland Guard Drum Preludes  
    Cumberland Guard Brigade  
    1<sup>st</sup> Battalion  
    2<sup>d</sup> Battalion  
    3<sup>d</sup> Battalion  
    4<sup>th</sup> Battalion  
    5<sup>th</sup> Battalion  
1<sup>st</sup> Sergeant's Call  
Adjutant's Call  
Assembly, The  
Breakfast Call (Peas upon a trencher)  
Church Call  
Color, To the  
Common Time  
Dinner Call (Roast Beef)  
Drill Call  
Drummer's Call  
General, The  
Girl I Left Behind Me, The  
Long Roll, The  
Officer's Call  
Parley, The  
Pioneer's Call (Fatigue)  
Quick Time



## Field Music Call Guide for Drum and Fifer.

Retreat, The  
Reveille, The  
    One Tap  
    Slow Scotch  
    Austrian  
    Dawning of the Day  
    Hessian  
    Dusking of the Night  
    Prussian  
    The Dutch  
    Quick Scotch  
Rogue's March, The  
Skirmishers  
    To Recall Detachment  
    Run, The  
    Deploy as Skirmishers  
    Forward  
    In Retreat  
    Halt  
    By the Right Flank  
    By the Left Flank  
    Commence Firing  
    Cease Firing  
    Change Directions to the Right  
    Change Directions to the Left  
    Lie Down  
    Rise Up  
Surgeons Call  
Taps  
Tattoo, The  
    Three Taps  
    The Doubling  
    New Tatter Jack  
    Slow March  
    Downfall of Paris  
    My Lodging on the Cold Ground  
    Quick Step  
Three Cheers  
Troop, The  
Water Call  
Wood Call

## **Field Music Call Guide for Drum and Fifer.**

### Fife & Drum Tunes

Tune name; Date; reference; First note-Last note; Meter-Key

References: BE=Bruce & Emmet, FD=Fifer's Delight, BB=Bread & Butter of Jamming,  
FS=Fort Snelling, JCM=John C. Moon, KBC=Keach, Burditt, & Cassidy

## **Field Music Call Guide for Drum and Fifer.**

### Guides and Books worth having in your Library.

The Bread & Butter of Jamming, Walter D. Sweet, 1994.

Complete Music for Fife and Drum, Walter D. Sweet, 1996.

The Fifer's Delight, Ralph Sweet, 1984.

The Drummer's & Fifer's Guide by Bruce & Emmett, 1862.

A New, Useful and Complete System of Drum Beating, C. S. Ashworth, 1812.

The Army Drum and Fife Book, Keach, Burditt and Cassidy, 1862.

New and Improved Instructor for the Drum with Original Notation, H. C. Hart, 1862.

# Field Music Call Guide for Drum and Fifer.

## FIELD MUSIC SCHEDULE.

### CALLS NEEDED FOR SCHEDULE.

- |  |  |   |
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| <ol style="list-style-type: none"> <li>1. 1<sup>st</sup> Sergeant's Call.</li> <li>2. Adjutant's Call.</li> <li>3. Assembly., The</li> <li>4. Breakfast Call.<br/>(Peas upon a trencher)</li> <li>5. Church Call.</li> <li>6. Color., To the</li> <li>7. Common Time.</li> <li>8. Dinner Call.<br/>(Roast Beef)</li> <li>9. Drill Call.</li> <li>10. Drummer's Call.</li> <li>11. General., The</li> <li>12. Girl I Left Behind Me.,<br/>The</li> <li>13. Long Roll., The</li> <li>14. Officer's Call.</li> <li>15. Parley., The</li> <li>16. Pioneer's Call.<br/>(Fatigue)</li> <li>17. Quick Time.</li> <li>18. Retreat., The</li> </ol> | <ol style="list-style-type: none"> <li>a. Three Cheers.</li> <li>b. Retreat.</li> <li>c. Three Cheers.</li> </ol> <ol style="list-style-type: none"> <li>19. Reveille., The             <ol style="list-style-type: none"> <li>a. One Tap</li> <li>b. Three Camps.</li> <li>c. Slow Scotch.</li> <li>d. Austrian.</li> <li>e. Hessian.</li> <li>f. Prussian.</li> <li>g. The Dutch.</li> <li>h. Quick Scotch.</li> <li>i. First Camp.<br/>(only)</li> </ol> </li> <li>20. Rogue's March., The</li> <li>21. Surgeons Call.</li> <li>22. Taps.</li> <li>23. Tattoo., The             <ol style="list-style-type: none"> <li>a. Three Taps</li> <li>b. Three Cheers.</li> <li>c. The Doubling.</li> </ol> </li> </ol> | <ol style="list-style-type: none"> <li>d. New Tatter<br/>Jack.</li> <li>e. The Doubling.</li> <li>f. Slow March.</li> <li>g. The Doubling.</li> <li>h. Downfall of<br/>Paris.</li> <li>i. The Doubling.</li> <li>j. My Lodging on<br/>the Cold<br/>Ground.</li> <li>k. The Doubling.</li> <li>l. Quick Step.</li> <li>m. The Doubling.</li> <li>n. Three Cheers.</li> <li>o. The Doubling.</li> </ol> <ol style="list-style-type: none"> <li>24. Troop., The             <ol style="list-style-type: none"> <li>a. Three Cheers.</li> <li>b. Troop.</li> </ol> </li> <li>25. Water Call</li> <li>26. Wood Call</li> </ol> |
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## EVENT SCHEDULE.

### FRIDAY NIGHT.

#### (OFFICER'S MEETING.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Officers Call. (If Scheduled.)	

#### (EXTINUISH LIGHTS & TAPS.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Extinguish Lights.	
The Taps.	

# CUMBERLAND GUARD DRUM CALLS

## SATURDAY.

### (REVEILLE.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
The Reveille.	
Wood Call.	
Water Call.	
Surgeon's Call.	
Pioneer Call.	

### (BREAKFAST.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Breakfast Call.	
First Sergeant's Call.	

### (OFFICER'S MEETING.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Officers Call. (If Scheduled.)	

### (DRILL.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Drill Call	
The Assembly.	
Adjutant's Call.	
To the Colors.	
The Drill.	

### (DINNER.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Dinner Call.	

### (BATTLE.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
The Assembly.	

Adjutant's Call.	
To the Colors.	
The Battle.	

### (DRESS PRADE.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
The Assembly.	
To the Colors.	

### (FATIGUE.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Pioneer Call.	

### (DUST.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Retreat.	

### (SUPPER.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Supper Call.	

### (OFFICER'S MEETING.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Officers Call. (If Scheduled.)	

### (EXTINGUISH LIGHTS & TAPS.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Extinguish Lights.	
The Taps.	

## Field Music Call Guide for Drum and Fifer.

### SUNDAY.

#### (REVEILLE.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
The Reveille.	
Wood Call.	
Water Call.	
Surgeon's Call.	
Pioneer Call.	

#### (BREAKFAST.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Breakfast Call.	
First Sergeant's Call.	

#### (OFFICER'S MEETING.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Officers Call. (If Scheduled.)	

#### (CHURCH.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Church Call.	

#### (BATTLE.) (If Scheduled)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
The Assembly.	
Adjutant's Call.	
To the Colors.	
The Battle.	

#### (DRILL.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Drill Call	

The Assembly.	
Adjutant's Call.	
To the Colors.	
The Drill.	

#### (DINNER.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
Dinner Call.	

#### (STRIKE CAMP.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
The General.	

#### (BATTLE.)

Drummer's Call. (1 <sup>st</sup> Call)	
Drummer's Call. (2 <sup>d</sup> Call)	
The Assembly.	
Adjutant's Call.	
To the Colors.	
The Battle.	