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Lä. 1863

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Gen. Brevintz
[BY AUTHORITY]

INFANTRY TACTICS,

1764. FOR THE *101. Vol*
INSTRUCTION, EXERCISE, AND MANŒUVRES

OF

La. 1862

THE SOLDIER, A COMPANY, LINE OF SKIRMISHERS,
BATTALION, BRIGADE,

OR

CORPS D'ARMÉE.

BY

BRIG.-GEN. SILAS CASEY,

U. S. ARMY.

Vol. I.

SCHOOLS OF THE SOLDIER AND COMPANY.
INSTRUCTIONS FOR SKIRMISHERS AND MUSIC.

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1863.

INSTRUCTION

FOR THE DRUM-MAJOR (OR PRINCIPAL MUSICIAN.)

The posts of the field music and band have been given, TITLE I, for the order in battle.

In column in manœuvre, the field music and band will march abreast with the left centre company, and on the side opposite the guide, unless otherwise specified in the manœuvre.

In column in route, as well as in the passage of defiles to the front or in retreat, they will march at the head of their respective battalions.

BEATS OF THE DRUM, AND SOUNDS OF THE BUGLE.

General calls on the drum.

The beats of the drum for infantry, independent of mere police calls, are fixed at fifteen.

1. *The general.*
2. *The assembly.*
3. *To the color.*
4. *The long roll.*
5. *Common time* (90 steps to the minute).
6. *Quick time.*
7. *Double quick time.*
8. *The reveille.*
9. *The troop.*
10. *The retreat.*
11. *The tattoo.*
12. *To recall detachments.*

13. *Drummer's call.*
14. *Come for orders.*
- First sergeant's call.
- Sergeant's call.
- Corporal's call.
15. *The roll (to cease firing.)*

Beats on the drum for skirmishers.

These beats are to be used only when the bugle cannot be obtained, as is prescribed in the instructions for skirmishers, No. 10.

1. *Double quick time.*
2. *The run.*
3. *Deploy as skirmishers.*
4. *Forward.*
5. *In retreat.*
6. *Halt.*
7. *By the right flank.*
8. *By the left flank.*
9. *Commence firing.*
10. *Cease firing.*
11. *Change direction to the right.*
12. *Change direction to the left.*
13. *Lie down.*
14. *Rise up.*
15. *Rally by fours.*
16. *Rally by sections.*
17. *Rally by platoons.*
18. *Rally upon the reserve.*
19. *Rally upon the battalion.*
20. *Assemble on the battalion.*

General calls on the bugle.

1. *Attention.*
2. *Signal of execution* (to be given by the general commanding more than one brigade of the line).
3. *The general.*
4. *The assembly.*
5. *To the color.*
6. *The recall.*
7. *Quick time.*
8. *Double quick time.*
9. *The charge.*
10. *The reveille.*
11. *Retreat.*
12. *Tattoo.*
13. *To extinguish lights.*
14. *Assembly of the bugles.*
15. *Assembly of the guard.*
16. *Orders for orderly sergeants.*
17. *For officers to take their places in 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.*

Calls on the bugle for skirmishers.

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 to the left.*
16. *Lie down.*
17. *Rise up.*
18. *Rally by fours.*
19. *Rally by sections.*
20. *Rally by platoons.*
21. *Rally on the reserve.*
22. *Rally on the battalion.*
23. *Assemble on the battalion.*

NOTE.—When the whole of the troops, in the same camp or garrison, are to depart, *the general*, *the assembly*, and *to the color*, will be beaten or sounded, at the proper intervals, in the order here mentioned. At the first, the troops will prepare for the movement; at the second, they will form by company, and at the third unite by battalion.

Signals of the drum-major for the principal beats and sounds.

1. *The general.* Extend the right arm, seize the staff in the middle, and raise the head of the staff to the height of the neck.

2. *The assembly.* Extend the right arm, raise the staff about a foot from the ground, and place the thumb upon its head.

3. *To the color.* Raise the arm, and turn the wrist inward so as to make the staff cross horizontally in front of the body, at the height of the neck.

4. *The long roll.* Place the staff upon the right shoulder, the ferrule to the rear.

5. *Common time.* Raise the staff perpendicularly, the ferrule upward, the right arm extended, and at the height of the shoulder.

6. *Quick time.* Raise the staff, the right arm extended, the palm of the hand turned to the front, the head of the staff higher than the right shoulder, the ferrule at the height and in front of, the sword hilt.

7. *Double quick time.* Point the staff directly forward, the ferrule in advance, the right forearm extended, and indicate the rapidity of the gait by shaking the right hand.

8. *The reveille.* Take the staff in the left hand, and place the thumb upon its head, the hand at the height of the left shoulder.

9. *The retreat.* Pass the staff crosswise behind the back.

10. *Church call.* Place the head of the staff upon the right shoulder.

11. *The roll (to cease firing).* Extend the right arm, and shake the arm and staff sharply.

Signals for the manoeuvres of the field music and band.

1. *To march by the right flank.* Seize the staff in 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 of the staff fall into the left hand, held at the height of the eyes.

4. *To increase front.* Let the head of the staff fall into the left hand, held at the height of the eyes.

5. *To change direction.* Turn half around toward the line, and indicate by a movement of the staff, to which side the change is to be made.

6. *To oblique to the right.* Extend the right arm at the height of the shoulder, holding the staff in a slanting position, and seize the ferrule with the left hand at the height of the hip.

7. *To oblique to the left.* Make the contrary signal, the head of the staff, always indicating the side toward which the oblique is to be made.

To ground drums, &c.

1. *To put up drumsticks.* Seize the staff under the head, raise it as high as the eyes, extending the arm forward.

2. *To unslung drums.* Place the head of the staff against the breast.

3. *To ground drums.* Same signal as for putting up drumsticks.











4. *To take up drums.* Same signal as for grounding drums.

5. *To sling drums.* Same signal as for unslinging.

6. *To take drumsticks.* Same signal as for putting up drumsticks.

BEATS OF THE DRUM.

Explanation of the Signs for the Drum.

<p>A TAP..... </p>	<p>COMMON TIME.  or 90 Steps. to a minute.</p>
<p>A FLAM..... </p>	<p>TIME FOR THE RETREAT.  or 110 Steps. to a minute.</p>
<p>ROLLS OF.....  STROKES</p>	<p>QUICK TIME.  or 110 Steps. to a minute.</p>
<p>A DRAG..... </p>	<p>DOUBLE QUICK TIME.  or 140 Steps. to a minute.</p>
<p>A ROLL.... </p>	<p>TIME FOR THE TROOP.  or 30 Bars. to a minute.</p>

Length and Proportion of Notes and Rests.

Semibreve,
equal
to 2 Minims,
or 4 Crotchets,
or 8 Quavers,
or 16 Semiquavers



COMMON TIME.
2 steps to a bar, &
90 to a minute.

Rests.






A Dotted Minim,
equal
to 3 Crotchets,
or 6 Quavers.



**TIME FOR THE RE-
TREAT.**
3 steps to a bar, &
110 to a minute.

A Dotted Crotchet,
equal
to 3 Quavers,



**TIME FOR THE
TROOP, &c.**
1 step to a bar, &

GENERAL CALLS ON DRUM.

or 6 Semiquavers.



80 to a minute.

2 Dotted Crotchets,



QUICK TIME.

2 steps to a Bar, &

equal

to 6 Quavers.



110 to a minute.

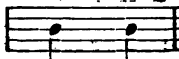
A Minim,



DOUBLE QUICK TIME.

equal

to 2 Crotchets,



2 steps to a bar, &

or 4 Quavers,



140 to a minute.

General Calls on the Drum.

1. The General.

80 = ♩



2. *The Assembly.*

80 = ♩.

f f f f r f f f f f

f f f f f f r f f f f f f. D.C.

Detailed description: This section contains two staves of music in 3/8 time. The first staff has a treble clef and a key signature of one flat. The notes are quarter notes with stems pointing down. Above the staff are dynamic markings: *f f f f r f f f f f*. A '4' is written below the fourth measure. The second staff continues the melody with similar notes and stems. Above it are dynamic markings: *f f f f f f r f f f f f f. D.C.*. A '4' is written below the fourth measure. The piece ends with a double bar line.

3. *To the Color.*

80 = ♩.

Forn.

r t t t t t f t t f

Drum.

Detailed description: This section contains three staves of music in 3/8 time. The top staff has a treble clef and a key signature of one sharp. The notes are quarter notes with stems pointing up. The middle staff has dynamic markings: *r t t t t t f t t f*. The bottom staff has a treble clef and a key signature of one sharp. The notes are quarter notes with stems pointing down. A '9' is written below the third measure. The piece ends with a double bar line.

4. *The long Roll.*

r r r r

Detailed description: This section contains one staff of music in 3/8 time. The staff has a treble clef and a key signature of one flat. The notes are quarter notes with stems pointing down. Above the staff are dynamic markings: *r r r r*. The piece ends with a double bar line.

5. *Common Time.*90 = ♩

r f $f f f$ r f
 $f f f$ $r f f$ $r f f$ D.C.
 4 4

6. *Quick Time.*110 = ♩

r $f f f f f f$ $r r f$
 $f f f r$ r $f f f f f$
 $f f f r$ $r f$ D.C.
 4 4 4

7. *Double quick Time.*140 = ♩

f f $f f f f f$ $f f$

GENERAL CALLS ON DRUM.

289

Two staves of musical notation. The first staff contains notes with dynamic markings 'f' and 'r' above them. The second staff continues the melody with 'f' markings.

8. *The Reveille.*

140 = ♩

FIFTH.

DRUM.

Two staves of musical notation. The top staff is labeled 'FIFTH.' and the bottom staff is labeled 'DRUM.'. Both are in 2/4 time with a key signature of one sharp.

Two staves of musical notation. The top staff continues the melody and the bottom staff continues the drum part.

Two staves of musical notation. The top staff continues the melody and the bottom staff continues the drum part.

First drum call notation. Treble clef, key signature of one sharp (F#), 2/4 time signature. The melody is written on a single staff. The drum accompaniment is on a second staff with notes 'r', 'r', 'r', 'r', and 't' above it.

60 = ♩ Slow Scotch.

Second drum call notation. Treble clef, key signature of one sharp (F#), 2/4 time signature. The melody is written on a single staff. The drum accompaniment is on a second staff with notes 'r', 'r', 'r', 'r', and 't' above it, followed by '&c.'

120 = ♩ Austrian.

Third drum call notation. Treble clef, key signature of one sharp (F#), 2/4 time signature. The melody is written on a single staff. The drum accompaniment is on a second staff with notes 'd', 'd', 'd', 'd', 'd', 'd', 'd', and 'd' above it.

Fourth drum call notation. Treble clef, key signature of one sharp (F#), 2/4 time signature. The melody is written on a single staff. The drum accompaniment is on a second staff with notes 'd', 'd', 'd', 'd', 'r', and 't' above it, followed by '&c.'

140 = J Hessian.

DOUBLE DRAG. &c.

d d d d d d d d

r t

DRUM.

Detailed description: This block contains the musical notation for the '140 = J Hessian' call. It features two staves of music in 2/4 time with a key signature of one sharp (F#). The top staff is a treble clef with a melody of eighth and quarter notes. The bottom staff is a bass clef with a similar melody. Below the top staff, the text 'DOUBLE DRAG.' is written, followed by a sequence of drum notes: 'd d d d d d d d' with '&c.' at the end. Above the bottom staff, the letters 'r' and 't' are placed above the first two notes. Below the bottom staff, the word 'DRUM.' is written. The drum notation consists of a treble clef with a series of eighth notes and rests, ending with a double bar line.

60 = J Dutch.

&c.

r d f r d f r

r t r t r r r r r r

DRUM.

Detailed description: This block contains the musical notation for the '60 = J Dutch' call. It features two staves of music in 3/8 time with a key signature of one sharp (F#). The top staff is a treble clef with a melody of eighth and quarter notes. The bottom staff is a bass clef with a similar melody. Below the top staff, the text '&c.' is written. Below that, a sequence of drum notes is written: 'r d f r d f r'. Below the bottom staff, the letters 'r t r t r r r r r r' are placed above the notes. Below the bottom staff, the word 'DRUM.' is written. The drum notation consists of a treble clef with a series of eighth notes and rests, ending with a double bar line.

160 = J Quick Scotch.

&c.

r r r r

DRUM.

Detailed description: This block contains the musical notation for the '160 = J Quick Scotch' call. It features two staves of music in 2/4 time with a key signature of one sharp (F#). The top staff is a treble clef with a melody of eighth and quarter notes. The bottom staff is a bass clef with a similar melody. Below the top staff, the text '&c.' is written. Below that, a sequence of drum notes is written: 'r r r r'. Below the bottom staff, the word 'DRUM.' is written. The drum notation consists of a treble clef with a series of eighth notes and rests, ending with a double bar line.

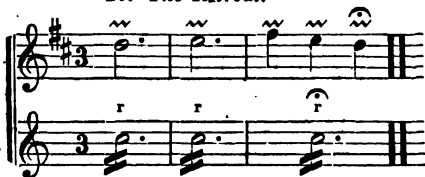
9. *The Troop.*

FIVE. 

80 = J.



10. *The Retreat.*

FIVE. 

110 = J.



GENERAL CALLS ON DRUM.

243

d t d t t d t t

d t t d t d t t

d t t d t t d t

d t t d t t d t t d

First system of musical notation, featuring a treble clef and a key signature of one sharp (F#). The top staff contains five notes with wavy lines above them, and the bottom staff contains three notes with 'r' below them.

11. *The Tattoo.*

80 = ♩

FINE.

DRUM.

Second system of musical notation, featuring a treble clef and a key signature of one sharp (F#). The top staff contains a melody, and the bottom staff contains a drum pattern with letters 'd f t d t d r f t d' above it.

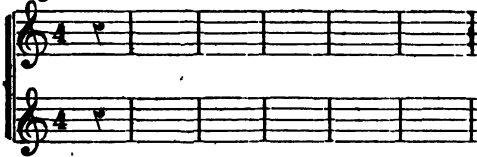
Third system of musical notation, featuring a treble clef and a key signature of one sharp (F#). The top staff contains a melody, and the bottom staff contains a drum pattern with letters 't d t r f r f' above it. The word "Fine." is written above the final note.

110 = ♩ Quick time.

Fourth system of musical notation, featuring a treble clef and a 6/8 time signature. The top staff is empty, and the bottom staff is empty, indicating a section of silence or a specific drumming technique.

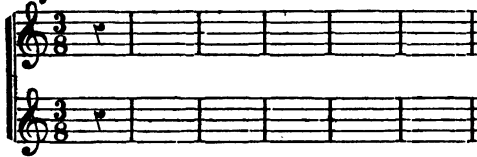
After the quick time begin the Doubling.

90 = ♩ Common time.



After this repeat the doubling.

90 = ♩ Dutch.



140 = ♩ Double quick time.



After the three Rolls repeat doubling to the Fine.

80 = ♩ 12. To Recall Detachments.



13. *Drummer's Call.*90 = ♩

r f f r f f r f f

r f f r f f r f f

r f f r f f r f f r t r t


14. *Come for Orders.*FIRST
SERGEANTS.

r t t t t
 3 times over.

SERGEANTS.

r t t t t
 3 times over.

CORPORALS.

r t t
 3 times over.

15. *The Roll (to cease firing.)*

r r r r


BEATS ON DRUM FOR SKIRMISHERS. 247

Beats on the Drum for Skirmishers.

1. *Double Quick Time.*

(Same as No. 7 in General Calls on the Drum.)

2. *The Run.*

160 = ♩

Musical notation for "The Run" in 2/4 time, marked 160 = ♩. The notation consists of two staves. The first staff has a treble clef and a 2/4 time signature. It contains six measures of music with notes and rests. Above the notes are dynamic markings: *r*, *f*, *f*, *f*, *f*, *r*, *r*. Below the first four measures are the number 4, and below the last two measures are the number 4. The second staff continues the melody with four measures, ending with a double bar line.

3. *Deploy as Skirmishers.*

80 = ♩

Musical notation for "Deploy as Skirmishers" in 4/4 time, marked 80 = ♩. The notation consists of two staves. The first staff has a treble clef and a 4/4 time signature. It contains two measures of music with notes and rests. Above the notes are dynamic markings: *r*, *f*, *f*, *r*, *f*, *f*, *r*, *f*, *f*. Below the first two measures are the number 4, and below the second measure is the number 4. The second staff continues the melody with two measures, ending with a double bar line.

4. *Forward.*

76 = ♩

Musical notation for "Forward" in 4/4 time, marked 76 = ♩. The notation consists of two staves. The first staff has a treble clef and a 4/4 time signature. It contains three measures of music with notes and rests. Above the notes are dynamic markings: *r*, *f*, *f*, *f*, *f*, *r*, *f*. Below the first two measures are the number 4, and below the third measure is the number 4. The second staff continues the melody with three measures, ending with a double bar line.

248 BEATS ON DRUM FOR SKIRMISHERS.

5. *In Retreat.*

80 = ♩

Musical notation for "In Retreat" in 4/4 time, marked 80 = ♩. The piece consists of two staves. The first staff has four measures with notes and rests, with dynamics markings *f f f* above the first measure, *r* above the second, *f f f* above the third, and *r f* above the fourth. The second staff has four measures with notes and rests, with dynamics markings *f f f* above the first, *r* above the second, *f f f* above the third, and *r f* above the fourth. Both staves have a '4' below the second and fourth measures, indicating a four-measure rest.

6. *Halt.*

120 = ♩

Musical notation for "Halt" in 2/4 time, marked 120 = ♩. The piece consists of two staves. The first staff has four measures with notes and rests, with dynamics markings *f f* above the first, *f f* above the second, *f f* above the third, and *f f* above the fourth. The second staff has four measures with notes and rests, with dynamics markings *f f f* above the first, *f f f* above the second, *r* above the third, and *f f* above the fourth. A '4' is placed below the third measure of the second staff, indicating a four-measure rest.

7. *By the right flank.*

180 = ♩

Musical notation for "By the right flank" in 6/8 time, marked 180 = ♩. The piece consists of three staves. The first staff has four measures with notes and rests, with dynamics markings *f f f* above the first, *f f* above the second, *f f f* above the third, and *f f* above the fourth. The second staff has four measures with notes and rests, with dynamics markings *f f f* above the first, *f* above the second, *f f f* above the third, and *f* above the fourth. The third staff has four measures with notes and rests, with dynamics markings *f f f* above the first, *f f f* above the second, *f f f* above the third, and *f* above the fourth.

BEATS ON DRUM FOR SKIRMISHERS. 249

f . *f* *f* *f* *f* *f* *f* *f* *f*

f *f* *f* *f* *f* *f* *f* *f* *f* *f*

8. *By the left flank.*

130 = ♩

f *r* *f* *f* *r* *f* *f* *r* *f* *f* *r* *f*

9. *Commence firing.*

80 = ♩

f *f* . *f* *f* *f* *f* *f* *f* *f* *f* *f*

10. *Cease firing.*

80 = ♩

r *t* *t* *d* *t* *t* *t*

r *t* *t* *d* *t* *t* *t*

250 BEATS ON DRUM FOR SKIRMISHERS.

11. *Change direction to the right.*

120 = ♩



12. *Change direction to the left.*

144 = ♩



13. *Lie down.*

80 = ♩



14. *Rise up.*

120 = ♩



15. *Rally by fours*

120 = ♩

Musical notation for 'Rally by fours' in 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. The notes are quarter notes with stems pointing down. Above the first two notes, there is an 'r' with a slur over them. Above the next two notes, there is a 't'. Above the final two notes, there is another 't'. The second staff continues the pattern with 't' above the first two notes, 'r' above the next two, and '1' above the final two. The piece ends with a double bar line and repeat dots.

16. *Rally by sections.*

120 = ♩

Musical notation for 'Rally by sections' in 2/4 time. The piece consists of one staff of music. The notes are quarter notes with stems pointing down. Above the notes, there are dynamic markings: 't' above the first note, 'r' above the second, 'fff' above the third, 'r' above the fourth, 'r' above the fifth, and 'fff' above the sixth. There are also '4' markings below the first, second, fourth, and fifth notes. The piece ends with a double bar line and repeat dots.

17. *Rally by platoons.*

120 = ♩

Musical notation for 'Rally by platoons' in 2/4 time. The piece consists of two staves of music. The first staff has notes with stems pointing down. Above the notes, there are dynamic markings: 'f' above the first, 'f' above the second, 'f' above the third, 'r' above the fourth, 'f' above the fifth, 'f' above the sixth, 'f' above the seventh, and 'f' above the eighth. The second staff continues the pattern with 'r' above the first, 'f' above the second, 'f' above the third, 'f' above the fourth, 'f' above the fifth, 'f' above the sixth, and 'r' above the seventh. There are '4' markings below the first and seventh notes. The piece ends with a double bar line and repeat dots.

18. *Rally upon the Reserve.*

80 = ♩

Musical notation for 'Rally upon the Reserve' in 3/4 time. The piece consists of one staff of music. The notes are quarter notes with stems pointing down. Above the notes, there are dynamic markings: 'f' above the first, 'f' above the second, 'f' above the third, 'f' above the fourth, 'r' above the fifth, 'f' above the sixth, 'f' above the seventh, and 'f' above the eighth. There is a '1' marking below the fifth note. The piece ends with a double bar line and repeat dots.

252 BEATS ON DRUM FOR SKIRMISHERS.



19. *Rally upon the Battalion.*

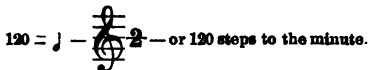
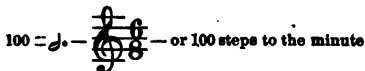
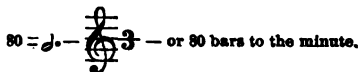
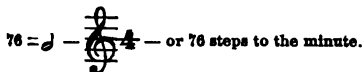
80 = ♩



20. *Assemble on the Bataillon.*

80 = ♩

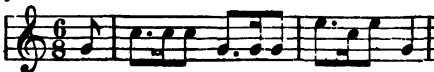


Explanation of the Signs for the Bugle.*Movement of the Metronome.*

Silence.... ♩ — Demi-silence.... ♩

General Calls on the Bugle.1. *Attention.*

120 = ♩ Allegro.



2. *Signal of Execution.*

Allegro.

3. *The General.*180 = ♩ Presto.4. *The Assembly.*80 = ♩ Andante.

5. *To the Color.*

80 = Andante.

6. *The Recall.*

80 = Andante.



7. *Quick Time.*110 =  Allegro.8. *Double quick Time.*165 =  Allegro.

Musical score for 'General Calls on Bugle' consisting of four staves of music in treble clef. The first three staves contain rhythmic patterns of eighth and sixteenth notes. The fourth staff concludes with a double bar line and the initials 'D. C.' (Da Capo).

9. *The Charge.*115 = ♩ Allegro.

Musical score for 'The Charge' consisting of four staves of music in treble clef. The first staff begins with a 6/8 time signature. The music features a mix of eighth and sixteenth notes, with some measures containing beamed eighth notes. The fourth staff ends with a double bar line and the number '22*' below it.

10. *The Reveille.*110 = ♩ Allegro.

Musical notation for "The Reveille", consisting of five staves. The first staff is in 2/4 time. The notation includes various rhythmic patterns and rests, ending with a double bar line and the instruction "D. C." above it.

11. *Retreat.*76 = ♩ Andante.

Musical notation for "Retreat", consisting of one staff in 3/8 time. The notation includes various rhythmic patterns and rests.

12. *Tattoo.*112 = ♩ *Allegro.*

13. *To extinguish Lights.*

76 = ♩ Allegro.

14. *Assembly of the Buglers.*

160 = ♩ Presto.

15. *Assembly of the Guard.*

112 = ♩ Allegro.



16. *Orders for Orderly Sergeants.*72 = ♩ Allegro.17. *For Officers to take their places in line after firing.*108 = ♩ Allegro.18. *The Disperse.*120 = ♩ Allegro.

19. *Officers' Call.*152 = ♩ Allegro.20. *Breakfast Call.*188 = ♩ Allegro.21. *Dinner Call.*110 = ♩ Allegro.



22. Sick Call.

110 = ♩ Allegro.



23. Fatigue Call.

92 = ♩ Allegro.



24. *Church Call.*90 = ♩ Andante.

Musical notation for 'Church Call' in 3/4 time, marked Andante. The piece consists of three staves of music. The first staff begins with a treble clef and a 3/4 time signature. The melody is composed of quarter and eighth notes, with some notes beamed together. The second staff continues the melody with similar note values. The third staff concludes the piece with a double bar line and repeat dots.

25. *Drill Call.*76 = ♩ Maestoso.

Musical notation for 'Drill Call' in 4/4 time, marked Maestoso. The piece consists of five staves of music. The first staff begins with a treble clef and a 4/4 time signature. The melody is composed of quarter and eighth notes, with some notes beamed together. The second staff continues the melody with similar note values. The third staff continues the melody with similar note values. The fourth staff continues the melody with similar note values. The fifth staff concludes the piece with a double bar line and repeat dots.

26. *School Call.*

110 = ♩ Allegro.

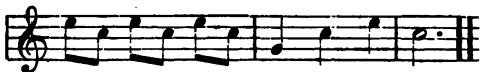


Calls on the Bugle for Skirmishers.

1. *Fix Bayonet.*2. *Unfix Bayonet.*

80 = ♩ Andante.





3. *Quick Time.*

(Music the same as No. 7 in General Calls on the Bugle.)

4. *Double Quick Time.*

165 = ♩ Allegro.

5. *The Run.*

160 = ♩ Presto.



6. *Deploy as Skirmishers.*

110 = ♩ Allegro.



7. *Forward.*

160 = ♩ Presto.



8. *In Retreat.*

76 = ♩ Allegro.

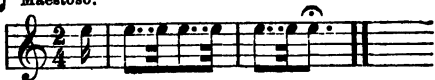
9. *Halt.*

160 = ♩ Presto.

10. *By the right flank.*

160 = ♩ Presto.

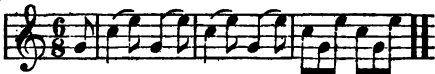


11. *By the left flank.*160 = ♩ Presto.12. *Commence firing.*160 = ♩ Presto.13. *Cease firing.*50 = ♩ Maestoso.14. *Change direction to the right.*110 = ♩ Allegro.

272. BUGLE CALLS FOR SKIRMISHERS.

22. *Rally on the Battalion.*

76 = ♩ Andante.



23. *Assemble on the Battalion.*

80 = ♩ Andante.

