

THE MANUAL  
OF  
INSTRUCTION FOR DRUMMERS,  
ON AN IMPROVED PLAN.

CONTAINING  
THE RUDIMENTS OF DRUM-BEATING; WITH RULES FOR COMMON, QUICK, AND COMPOUND TIME:  
TOGETHER WITH  
THE WHOLE OF CAMP DUTIES, ETC.

PREPARED  
UNDER THE DIRECTION OF THE ADJUTANT GENERAL OF THE UNITED STATES ARMY,  
APPROVED OF BY THE COMMANDER-IN-CHIEF,  
AND  
ADOPTED FOR THE USE OF THE ARMY OF THE UNITED STATES.

BY GEORGE D. KLINEHANSE.

WASHINGTON, D. C.

1853.



---

Entered, according to act of Congress, in the year 1853, by  
GEORGE D. KLINEHANSE,  
in the Clerk's office of the District Court for the District of Columbia.

---

# INDEX.

---

---

1. Long Roll.
2. Five-stroke Roll.
3. Seven-stroke Roll.
4. Seven-stroke Roll, faint.
5. Nine-stroke Roll.
6. Ten-stroke Roll.
7. Eleven-stroke Roll.
8. Poing Stroke.
9. Poing Stroke, hard.
10. Faint Stroke.
11. Flams.
12. Faint Flams.
13. Stroke and Flam.
14. Flam and Stroke.
15. Half Drag.
16. Single Drag.
17. Full Drag.
18. Double Drag.
19. Slow, say 1, 2, 3.
20. Ruff.
21. Quick.
22. Not so quick.
23. Flam Paradiddle.
24. Single Paradiddle.
25. Double Paradiddle.

26. Treble Paradiddle.
27. Flam Paradiddle-diddle.
28. Drummer's Call.
29. Troop.
30. Retreat.
31. Tattoo.
32. No. 1, Quick Step.
33. Common Time, 1.
34. Long March, 2.
35. Common Time, 2.
36. The Dutch.
37. Yankee Doodle.
38. Three Camps.
39. Slow Scotch.
40. Austrian.
41. Hessian.
42. Quick Scotch.
43. Quick Retreat.
44. Roast Beef.
45. Breakfast Call.
46. Doctor's Call.
47. Fatigue Call.
48. Church Call.
49. Rogues' March.
50. Drill Call.

51. Dead March.
52. Preparative.
53. School Call.
54. Adjutant's Call.
55. Assembly Call.
56. General Call.
57. Field Officer's Call.
58. All Officers' Call.
59. Colors Call.
60. First Sergeant's Call.
61. Sergeant's Call.
62. Corporal's Call.
63. Quarters.
64. Recall Detachments.
65. Water Call.
66. Wood Call.
67. Cease firing.
68. Double Quick.
69. March Retreat.
70. Front Slow.
71. Run.
72. Halt.
73. Long March, 3.
74. Common Time, 3.

# 4 RULES TO BE OBSERVED BY THE PUPIL.

---

1st. The management of the stick. The left-hand stick is the most difficult to use; it should be held firmly between the thumb and the two middle fingers, resting on the third above the middle joint. The right-hand stick must be held with the thumb and forefinger closed around it, allowing the stick to play through the hand with ease.

2d. Position of the body and feet. The heel of the right foot to be placed against the hollow of the left, the body inclining a little forward; elbows close to the body; shoulders square to the front.

*Remark.* To close a Roll, begin with the left hand, then the right, quickening the time until it is finished.

It is necessary that strict attention should be paid that the pupil be not permitted to beat any lesson, except what is laid down in the book; and never undertake the second until he has learned the first properly.

*Remark 1st.* The first, or Drummer's call, should be beat half an hour before Troop. Retreat and *Tattoo*, commencing with the Taps and a Flam. The second call to fall in commencing with a Flam.

*Remark 2d. Troop.* The rising of the Troop is beat once through; then strike in and go through with the Singlings twice or more times, when the signal (a Poing stroke) is given from the right to commence the Doublings, which are repeated once or twice through the tune. A signal similar to the last is given to repeat the Singlings, until you roll off. Three Rolls and the first part of the Doublings end the Troop.

*Remark 3d.* *Tattoo* begins with three Rolls and the Doublings; then go on as laid down in the book.

*Remark 4th.* Reveille should be governed according to circumstances, viz: in the length of the Reveille; but what is used should be from the book.

*Remark 5th.* Troop, Retreat, and *Tattoo*, commence with three rolls, with the Fife and Drum; the leading drummer making a Flam, as a signal that he intends to commence. If there is a Bugle, it sounds. When over, the leading drummer makes slow, say 1, 2, 3; then all the drummers make three Rolls, the last Roll ending with the left hand; then a Poing stroke by the leading drummer with the right, as a signal to commence the Beat.

*Remark 6th.* All first calls commence with the Taps and a Flam. All second calls commence with a Flam. Rolling off commences with slow, say 1, 2, 3. All Marches, quick or slow, and all calls in the field, camp, or garrison; begin with a Flam.

Long Roll      5 St. Roll      7 St. Roll      7 St. Roll, faint

Left Hand  
Right Hand

9 St. Roll      10 St. Roll      11 St. Roll

Pong St. hard      Not so hard as Pong St.      Faint St.      Flams      Faint Flams      St. & Flams

Flams & St      Flams Paradiddle      Single Paradiddle      Double Paradiddle

Treble Paradiddle      Flams Paradiddle didle      Half Drag

Full Drag      Signal Drag      Double Drag      Slow Say 1+ 2 3+

Ruff      Single Rotamacue      Double Rotamacue

Quick      Not so quick      Taps is a signal for the front to advance slow. Double Bar      A Repeat      Both parts      The Ending

rest until say one      begins the part again      Repeat

After this the Doublings

The Dutch. Repeat four times After this the Doublings

Yankee Doodle

Repeat four times, three Rolls then the Doubling

SINGLE DRUM

The Reville. The first part of the three Camps

The second part of the three Camps

Third part of the three Camps

The third part of the three Camps, *Continued*



Slow Scotch



# The Austrian

Musical notation for 'The Austrian' consisting of four staves. The first three staves contain the main melody with various rhythmic patterns and triplets. The fourth staff contains a double bar line followed by the text 'The Roll. Then the Dutch'.

# The Hessian

Musical notation for 'The Hessian' consisting of three staves. The first two staves contain the main melody with various rhythmic patterns and triplets. The third staff contains a double bar line followed by the text 'The Eight Rolls'.

# The Eight Rolls



## Quick Scotch

The musical score for 'Quick Scotch' consists of six systems of two staves each. The notation includes various rhythmic values such as eighth and sixteenth notes, often beamed together. There are several repeat signs (double bar lines with dots) throughout the piece. The final system concludes with a double bar line and the instruction: "Ends with the first part of the three Camps".

## Quick Retreat

The musical score for 'Quick Retreat' consists of two systems of two staves each. The notation features eighth and sixteenth notes with stems. The piece ends with a double bar line and the instruction: "End with three Rolls and the first part once through".

Roast Beef or Dinner Call

Musical notation for the 'Roast Beef or Dinner Call' consisting of three staves. The first two staves contain the main melody with various note values and rests. The third staff shows the melody ending with a double bar line and repeat dots.

Breakfast Call, Peas upon the trencher

Musical notation for the 'Breakfast Call, Peas upon the trencher' consisting of two staves. The first staff contains the main melody with a '3' marking above a triplet of notes. The second staff shows the melody ending with a double bar line and repeat dots, followed by the instruction 'Repeat four times'.

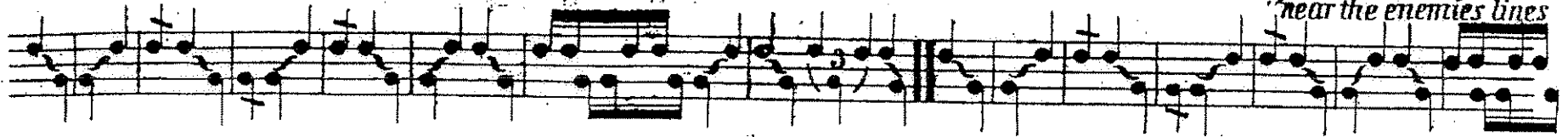
Doctors or Sick Call

Musical notation for the 'Doctors or Sick Call' consisting of two staves. The first staff contains the main melody. The second staff shows the melody ending with a double bar line and repeat dots, followed by the instruction 'Ends with the First part of three Camps'.

Fatigue or Pioneers March

Musical notation for the 'Fatigue or Pioneers March' consisting of one staff. The melody is characterized by frequent rests and a rhythmic pattern of eighth and sixteenth notes.

Church Call, is a beat for a Regiment to assemble for Divine service, or when a Flag of Truce arrives *near the enemies lines*



The Rogues March, is used to Drum out Soldiers unworthy to remain in the Service, if two Drums one Roll



Drill Call



Repeat four times

Funeral March, if two Drums one Roll. Preparative, is a signal to commence firing or when the last relief comes in at Guard mounting



School Call



Adjutants Call

Assembly



The General, a signal for striking tents, it begins and ends with three rolls, after the last roll repeat once through



Field Officers Call.



All Officers Call.

The Colours.



First Serjeants Call.

Serjeants Call.

Corporals Call.



To Arms or Quarters, to assemble various Regiments when cooperating together at their Guns or Quarters



End with the first part of the three Camps

To Recall Detachment.

Water Call.



Wood Call

Cease Firing

Double Quick March



# March in Retreat.

Front to march slow, or to extinguish fires and lights

Musical staff 1: The first line of music, featuring a treble clef and a key signature of one flat. It contains a series of rhythmic patterns with eighth and sixteenth notes, and rests. There are several double bar lines with repeat dots. Handwritten 'D' marks are present above the staff.

Run

Musical staff 2: The second line of music, continuing the rhythmic patterns from the first staff. It includes various note values and rests, with double bar lines and repeat dots.

Halt

Musical staff 3: The third line of music, continuing the rhythmic patterns. It features a variety of note values and rests, with double bar lines and repeat dots. Handwritten 'D' marks are present above the staff.

2 Long March

Musical staff 4: The fourth line of music, continuing the rhythmic patterns. It includes various note values and rests, with double bar lines and repeat dots. Handwritten numbers 1 through 7 are placed above the staff.

Musical staff 5: The fifth line of music, continuing the rhythmic patterns. It includes various note values and rests, with double bar lines and repeat dots. Handwritten numbers 8 through 11 are placed above the staff.

Musical staff 6: The sixth line of music, continuing the rhythmic patterns. It includes various note values and rests, with double bar lines and repeat dots. Handwritten numbers 12 through 14 are placed above the staff.

Common Time 2 No 3

Musical staff 7: The seventh line of music, continuing the rhythmic patterns. It includes various note values and rests, with double bar lines and repeat dots. Handwritten numbers 15 through 18 are placed above the staff.

Musical staff 8: The eighth line of music, continuing the rhythmic patterns. It includes various note values and rests, with double bar lines and repeat dots. Handwritten numbers 19 through 22 are placed above the staff.



To Arms or Quarters

2

Ends with three Camps

Dead March *Parade 1892*

Doctors Call

Ends with three Camps

# Three Camps

3 (18)



Finis

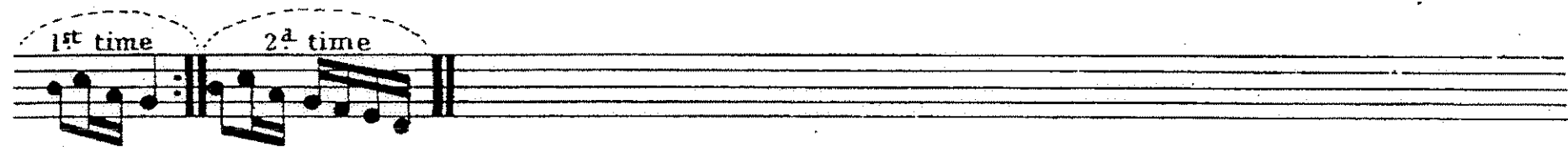


# Slow Scotch

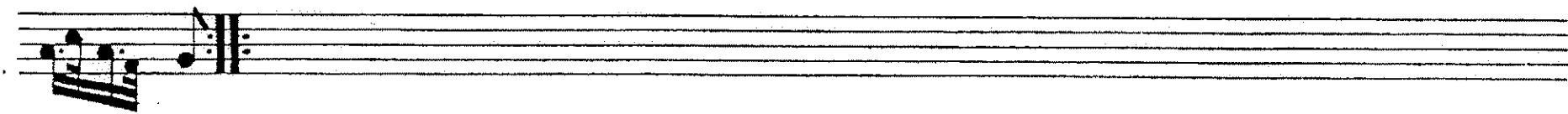


1<sup>st</sup> time

2<sup>d</sup> time



# Austrian





4 (19)

Dutch .

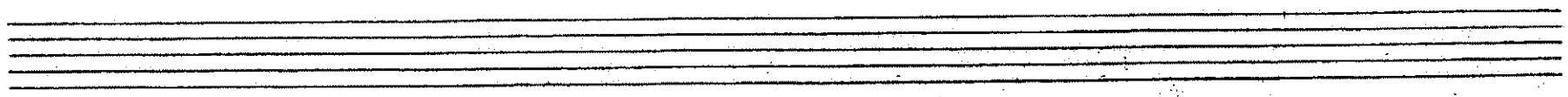
Musical notation for 'Dutch' in 3/8 time, featuring a treble clef, a key signature of one sharp (F#), and a 3/8 time signature. The piece consists of two staves of music with various rhythmic patterns and slurs.

Hessia.

Musical notation for 'Hessia' in 2/4 time, featuring a treble clef, a key signature of one sharp (F#), and a 2/4 time signature. The piece consists of two staves of music, including triplets and slurs.

Quick Scotch

Musical notation for 'Quick Scotch' in 2/4 time, featuring a treble clef, a key signature of one sharp (F#), and a 2/4 time signature. The piece consists of two staves of music. The second staff ends with the text 'Ends with three Camps' written below the notes.



Troop

VOG & GUN

Musical notation for the 'Troop' section, consisting of two staves. The first staff is in treble clef with a key signature of one sharp (F#) and a common time signature (C). The second staff is a blank five-line staff.

Doublings to the Troop ROSE TREE

Musical notation for 'Doublings to the Troop', consisting of two staves. The first staff is in treble clef with a key signature of one sharp (F#) and a 2/4 time signature. The second staff is a blank five-line staff.

Quick Retreat

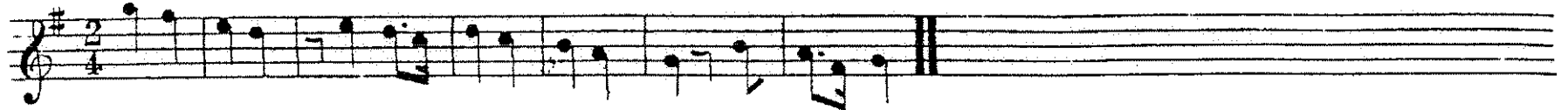
Musical notation for 'Quick Retreat', consisting of two staves. The first staff is in treble clef with a key signature of one sharp (F#) and a 3/8 time signature. The second staff is a blank five-line staff.

Slow Retreat

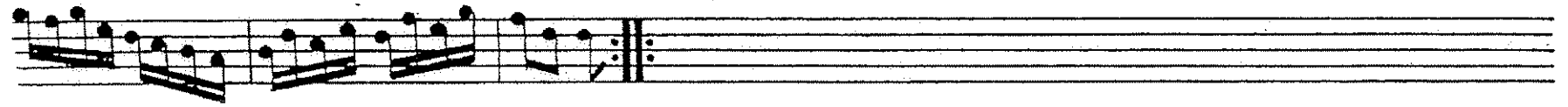
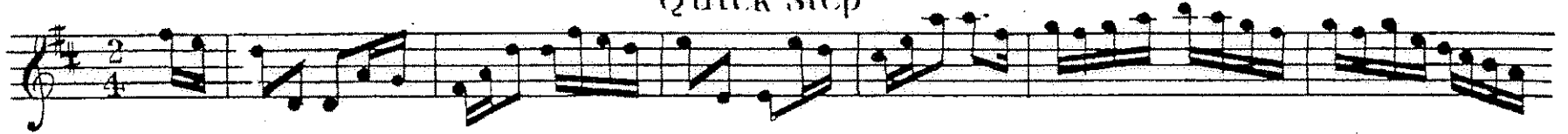
Musical notation for 'Slow Retreat', consisting of two staves. The first staff is in treble clef with a key signature of one sharp (F#) and a 2/4 time signature. The second staff is a blank five-line staff.

6 (2 1)

# The Tattoo. Doublings.



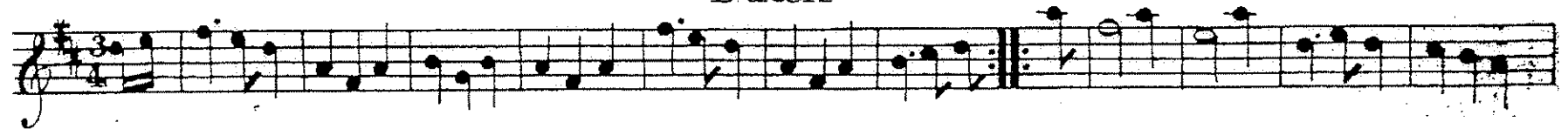
## Quick Step



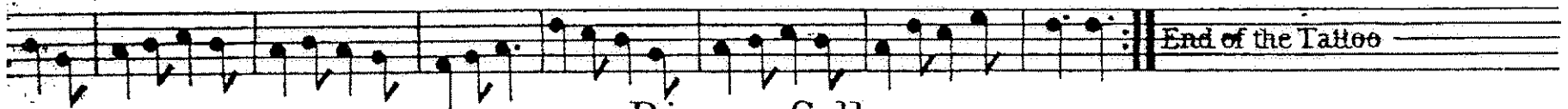
## Slow March.



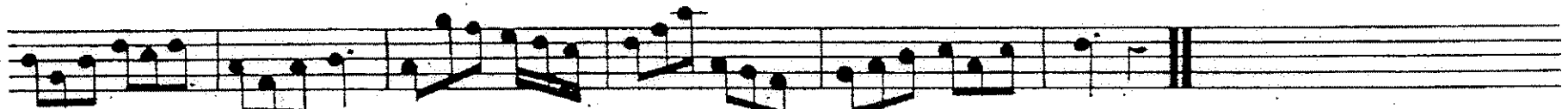
## Dutch



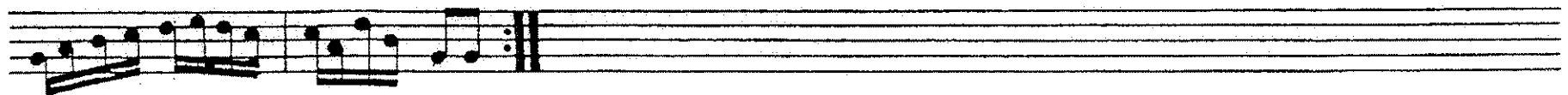
# Yankee Doodle



## Dinner Call



## Breakfast Call



## Fatigue Call



8 (23)

### Church Call

Two staves of musical notation for 'Church Call'. The first staff is in treble clef, key of D major (one sharp), and 2/4 time. The melody consists of eighth and sixteenth notes. The second staff continues the melody with similar rhythmic patterns.

### Drill Call

Two staves of musical notation for 'Drill Call'. The first staff is in treble clef, key of D major, and 2/4 time. The melody features a mix of eighth and sixteenth notes. The second staff continues the piece, ending with a double bar line and repeat dots.

### To the Colour

One staff of musical notation for 'To the Colour'. It is in treble clef, key of D major, and 3/8 time. The melody is composed of eighth and sixteenth notes.

### The General

One staff of musical notation for 'The General'. It is in treble clef, key of D major, and 2/4 time. The melody features a mix of eighth and sixteenth notes.

### Rogues March

Two staves of musical notation for 'Rogues March'. The first staff is in treble clef, key of D major, and 2/4 time. It includes triplets of eighth notes. The second staff continues the melody with similar triplet patterns.

# Slow March

The first system of musical notation consists of three staves. The top staff begins with a treble clef, a key signature of one sharp (F#), and a common time signature (C). The melody is written in a slow, march-like style with various note values and rests. The second and third staves continue the melody, with the third staff ending with a double bar line and repeat dots.

# Slow March

The second system of musical notation consists of four staves. The top staff begins with a treble clef, a key signature of one sharp (F#), and a common time signature (C). The melody continues from the first system. The second and third staves continue the melody, with the third staff ending with a double bar line and repeat dots. The fourth staff continues the melody.

Two empty musical staves are located at the bottom of the page, consisting of five-line staves without any notation.

25

# Quick Step

The first 'Quick Step' exercise is written on three staves in treble clef. The key signature has one sharp (F#) and the time signature is 6/8. The melody consists of eighth and sixteenth notes, with some beamed pairs. The first staff contains the first two measures. The second staff contains the next two measures, ending with a repeat sign. The third staff contains the final two measures, also ending with a repeat sign.

# Quick Step

The second 'Quick Step' exercise is written on three staves in treble clef. The key signature has one sharp (F#) and the time signature is 2/4. The melody consists of eighth and sixteenth notes, with some beamed pairs. The first staff contains the first two measures. The second staff contains the next two measures, ending with a repeat sign. The third staff contains the final two measures, also ending with a repeat sign.

Two empty musical staves, each consisting of five horizontal lines, are provided at the bottom of the page for additional practice or notation.

# The Drummers Call



Rising of the Troop. Singlings.



Doublings of the Troop



of the Troop Retreat Begins and ends with three rolls, and the first part once through



The Doublings of Tattoo, after the three Rolls, then N°1 Quick Step



N°1 Quick Step. After this the Doublings





No 1 Quick Step, *Continued*

11 7

After this Repeat the Doublings

Common Time No 1 After this Repeat the Doublings

The Long march on the Drag. After this Repeat the Doublings

After this Repeat the Doublings

After this Repeat the Doublings

Common Time No 2. After this Repeat the Doublings

After this Repeat the Doublings