



# BUGLING

## Merit Badge Requirements

- 1) Give a brief history of the bugle.
- 2) Do the following:
  - A) Explain and demonstrate how the bugle makes sound, and explain how the bugle is related to other brass wind instruments.
  - B) Compose a bugle call for your troop or patrol to signal a common group activity, such as assembling for mealtime or striking a campsite.
- 3) Sound the following bugle calls:
  - First Call
  - Reveille
  - Assembly
  - Mess
  - Drill
  - Fatigue
  - Officers
  - Recall
  - Church
  - Swimming
  - Fire
  - Retreat
  - To the Colors
  - Call to Quarters
  - Taps
- 4) Explain when each of the calls in requirement 3 is used.
- 5) Explain how to care for, clean, and maintain a bugle.
- 6) Serve as bugler in your troop for 3 months.



Scout Name: \_\_\_\_\_ Unit #: \_\_\_\_\_ Date: \_\_\_\_\_

### Requirement 3

Demonstrate to your counselor your ability to sound the following bugle calls. Copies of each can be found at the back of this worksheet. Have your counselor initial each call after you pass it off.

\_\_\_ First Call    \_\_\_ Reveille    \_\_\_ Assembly    \_\_\_ Mess    \_\_\_ Drill    \_\_\_ Fatigue    \_\_\_ Officers    \_\_\_ Recall  
\_\_\_ Church    \_\_\_ Swimming    \_\_\_ Fire    \_\_\_ Retreat    \_\_\_ To the Colors    \_\_\_ Call to Quarters    \_\_\_ Taps

### Requirement 4

Explain when each of the calls is requirement 3 is used:

First Call: \_\_\_\_\_

Reveille: \_\_\_\_\_

Assembly: \_\_\_\_\_

Mess: \_\_\_\_\_

Drill: \_\_\_\_\_

Fatigue: \_\_\_\_\_

Officers: \_\_\_\_\_

Recall: \_\_\_\_\_

Church: \_\_\_\_\_

Swimming: \_\_\_\_\_

Fire: \_\_\_\_\_

Retreat: \_\_\_\_\_

To the Colors: \_\_\_\_\_

Call to Quarters: \_\_\_\_\_

Taps: \_\_\_\_\_

Scout Name: \_\_\_\_\_ Unit #: \_\_\_\_\_ Date: \_\_\_\_\_

**Requirement 5**

Explain how to care for a bugle: \_\_\_\_\_

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Explain how to clean a bugle: \_\_\_\_\_

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Explain how to maintain a bugle: \_\_\_\_\_

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**Requirement 6**

Serve as bugler in your troop for 3 months.

Service dates - From: \_\_\_\_\_ To \_\_\_\_\_

Give a brief description of your duties as troop bugler: \_\_\_\_\_

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# Bugle Calls

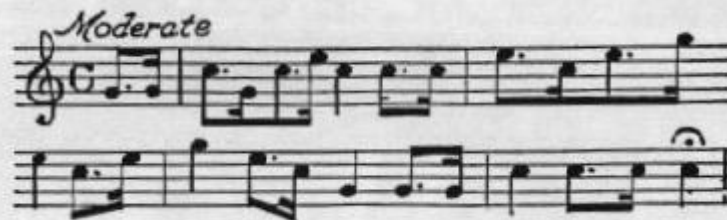
*First Call* is used for getting attention and is commonly heard at horse races.



*Reveille* is the first call sounded in the morning and is used as a wakeup call.



*Assembly* signals that everyone should gather at a designated place. Some refer to this as *Fall In*.



*Mess* is sounded at mealtime. This call is very popular!



*Drill* is a call that originated in military days and probably is best avoided unless your troop has agreed on what it is to signal. For example, it could be used for camp cleanup or to report for some camp activity.



*Fatigue* summons those who are to report for some type of work activity. Because it is rarely heard, its message might not be recognized unless your troop knows it well.



*Officers* would be played for a meeting of the troop leaders. It is so unfamiliar to most troops, you probably will not use it.




*Recall* signals that something under way should end. An example would be a game of Capture the Flag when everyone is scattered far and wide. An alternative call might be *Assembly*.



*Church* announces that services are about to begin.




Swimming signals the swimming period.



The musical notation for the Swimming signal is written on two staves in 6/8 time. The melody consists of a sequence of eighth and sixteenth notes, creating a rhythmic pattern that is easy to remember.

Fire is an alarm that there is danger. This call is unique and will get almost anyone's attention.

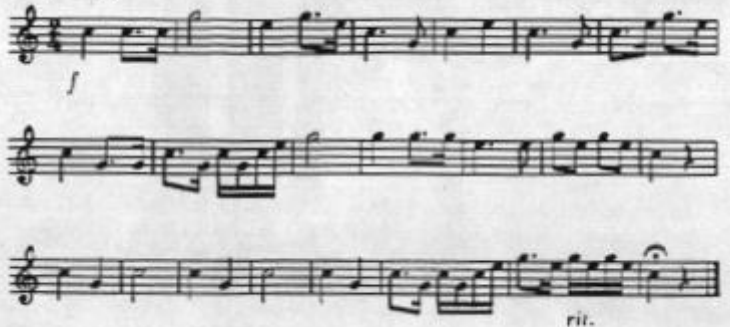
*Quick*



The musical notation for the Fire signal is written on four staves in common time (C). The tempo is marked as "Quick". The melody is characterized by a series of eighth and sixteenth notes, with a distinctive rhythmic pattern that is designed to attract attention.

Retreat signals the end of the official day. It usually is sounded just before the playing of *To the Colors* or the *National Anthem*, which are played during the lowering of the flag.

$\text{♩} = 96$



The musical notation for the Retreat signal is written on three staves in common time (C). The tempo is marked as  $\text{♩} = 96$ . The melody is a simple, steady sequence of notes, with a dynamic marking of *f* (forte) and a *rit.* (ritardando) marking at the end.

*To the Colors* is played when everyone has gathered for the raising or lowering of the flag.

Majestically but not too slow

The musical notation for 'To the Colors' consists of four staves of music in a single system. The first staff begins with a treble clef and a common time signature. The tempo instruction 'Majestically but not too slow' is written above the first staff. The music features a series of eighth and sixteenth notes, with some measures containing beamed eighth notes. The fourth staff concludes with a double bar line and the instruction 'D.C. al' followed by a fermata over the final note.

*Call to Quarters* signals that everyone should return to the place they will be sleeping. It will later be followed by *Taps*, at which time lights are turned off for sleeping.

Slow

The musical notation for 'Call to Quarters' is presented on two staves. The first staff starts with a treble clef and a common time signature, with the tempo instruction 'Slow' written above it. The melody is composed of quarter and eighth notes. The second staff features a series of triplet eighth notes, indicated by a '3' and a bracket above the notes. The piece ends with a double bar line.

*Taps* signals the end of the day when everyone is to go to sleep. It also is played at funerals.

Slow

The musical notation for 'Taps' is shown on two staves. The first staff begins with a treble clef and a common time signature, with the tempo instruction 'Slow' above it. The melody consists of quarter notes, some with fermatas. A dynamic marking of *mf* is placed below the first staff. A hairpin indicating a crescendo is drawn below the first staff, with the text 'gradually louder' written above it. The second staff continues the melody and concludes with a double bar line. Below the second staff, a dynamic marking of *ff* is followed by a hairpin indicating a decrescendo to *f*, with the text 'slower - - dying away' written below it.