

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.

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

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2. Five-stroke Roll.
3. Seven-stroke Roll.
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6. Ten-stroke Roll.
7. Eleven-stroke Roll.
8. Poing Stroke.
9. Poing Stroke, hard.
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13. Stroke and Flam.
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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 Sl. & Flams

Flams & St Flams Paradiddle Single Paradiddle Double Paradiddle

Treble Paradiddle Flams Paradiddle didle Half Drag

Full Drag Signal Drag Double Drag Slow Say

Ruff Single Rotamace Double Rotamace

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

1 2 3 rest until say one begins the part again Repeat

The Drummers Call

The musical score consists of six staves of music. The first two staves are for the drums, the next two for the bugle, and the last two for the fife. The lyrics are as follows:

Rising of the Troop. Singlings.

Doublings of the Troop

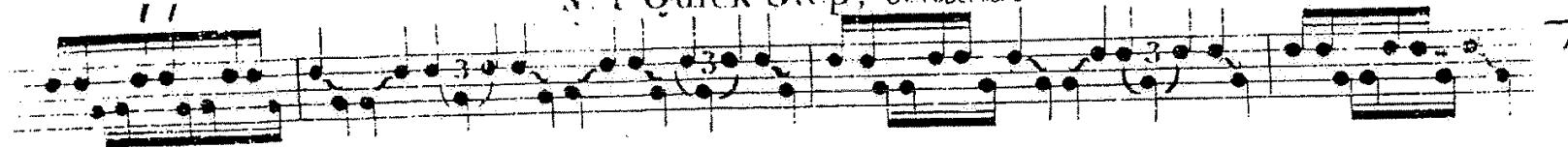
of the Troop Retreat
Begins and ends with three rolls, and the first part once through

The Doublings of Tattoo, after the three Rolls, then №1 Quick Step

№1 Quick Step. After this the Doublings

The score includes various musical markings such as triplets, sixteenth-note patterns, and dynamic changes like $\times 2$ and $\times 3$.

Nº 1 Quick Step, *continuous*



After this Repeat the Doublings

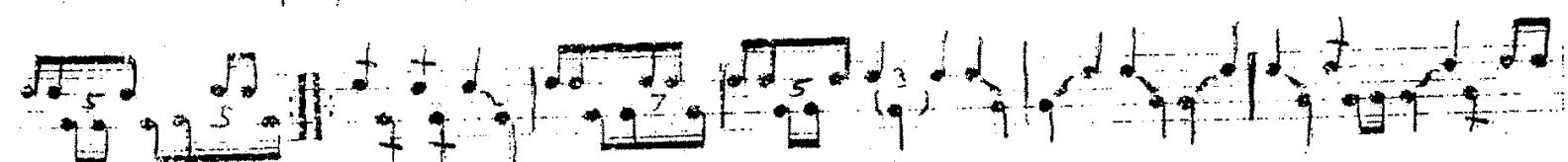
Common Time N° 1

After this Repeat the Doublings

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



Common Time N° 2. After this Repeat the Doublings



After this the Doublings

The Dutch. Repeat fourtimes 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*

The music is arranged in three staves. The top staff consists of two parts: 'Slow Scotch' (two measures) and 'The Roll' (repeated in measures 3-10). The middle staff consists of two parts: 'Slow Scotch' (measures 1-2) and 'The Roll' (measures 3-10). The bottom staff consists of two parts: 'Slow Scotch' (measures 1-2) and 'The Roll' (measures 3-10). The music is in common time and consists of eighth and sixteenth notes. The 'Slow Scotch' section features eighth-note patterns, while the 'The Roll' section features sixteenth-note patterns. The 'Slow Scotch' section is repeated in measures 3-4, and the 'The Roll' section is repeated in measures 5-10. The 'Slow Scotch' section is repeated in measures 11-12, and the 'The Roll' section is repeated in measures 13-14. The 'Slow Scotch' section is repeated in measures 15-16, and the 'The Roll' section is repeated in measures 17-18. The 'Slow Scotch' section is repeated in measures 19-20, and the 'The Roll' section is repeated in measures 21-22. The 'Slow Scotch' section is repeated in measures 23-24, and the 'The Roll' section is repeated in measures 25-26. The 'Slow Scotch' section is repeated in measures 27-28, and the 'The Roll' section is repeated in measures 29-30. The 'Slow Scotch' section is repeated in measures 31-32, and the 'The Roll' section is repeated in measures 33-34. The 'Slow Scotch' section is repeated in measures 35-36, and the 'The Roll' section is repeated in measures 37-38. The 'Slow Scotch' section is repeated in measures 39-40, and the 'The Roll' section is repeated in measures 41-42. The 'Slow Scotch' section is repeated in measures 43-44, and the 'The Roll' section is repeated in measures 45-46. The 'Slow Scotch' section is repeated in measures 47-48, and the 'The Roll' section is repeated in measures 49-50. The 'Slow Scotch' section is repeated in measures 51-52, and the 'The Roll' section is repeated in measures 53-54. The 'Slow Scotch' section is repeated in measures 55-56, and the 'The Roll' section is repeated in measures 57-58. The 'Slow Scotch' section is repeated in measures 59-60, and the 'The Roll' section is repeated in measures 61-62. The 'Slow Scotch' section is repeated in measures 63-64, and the 'The Roll' section is repeated in measures 65-66. The 'Slow Scotch' section is repeated in measures 67-68, and the 'The Roll' section is repeated in measures 69-70. The 'Slow Scotch' section is repeated in measures 71-72, and the 'The Roll' section is repeated in measures 73-74. The 'Slow Scotch' section is repeated in measures 75-76, and the 'The Roll' section is repeated in measures 77-78. The 'Slow Scotch' section is repeated in measures 79-80, and the 'The Roll' section is repeated in measures 81-82. The 'Slow Scotch' section is repeated in measures 83-84, and the 'The Roll' section is repeated in measures 85-86.

The Austrian

A musical score for a single instrument, likely a drum or fife, featuring four staves of music. The music consists of sixteenth-note patterns with various rests and dynamic markings. The score is divided into four sections by vertical bar lines. The first three sections are identical. The fourth section begins with a dynamic marking '3' over a note, followed by a repeat sign, and then continues with the same sixteenth-note pattern.

The Roll. Then the Dutch

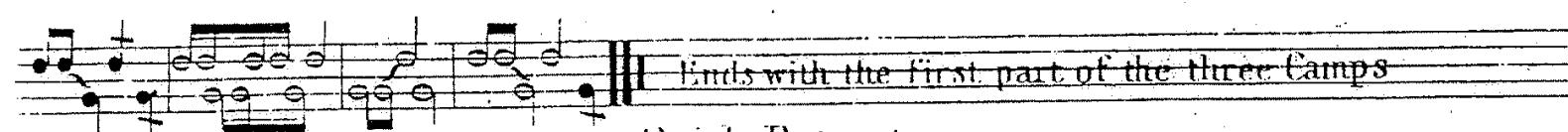
The Hessian

A musical score for a single instrument, likely a drum or fife, featuring four staves of music. The music consists of sixteenth-note patterns with various rests and dynamic markings. The score is divided into four staves, each containing a different sixteenth-note pattern. The patterns are: 1) A steady eighth-note followed by a sixteenth-note pattern. 2) A sixteenth-note pattern followed by an eighth-note. 3) A sixteenth-note pattern followed by a sixteenth-note pattern. 4) A sixteenth-note pattern followed by a sixteenth-note pattern.

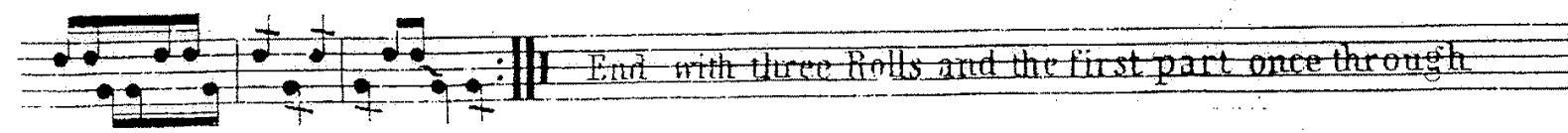
The Eight Rolls

Quick Scotch

11



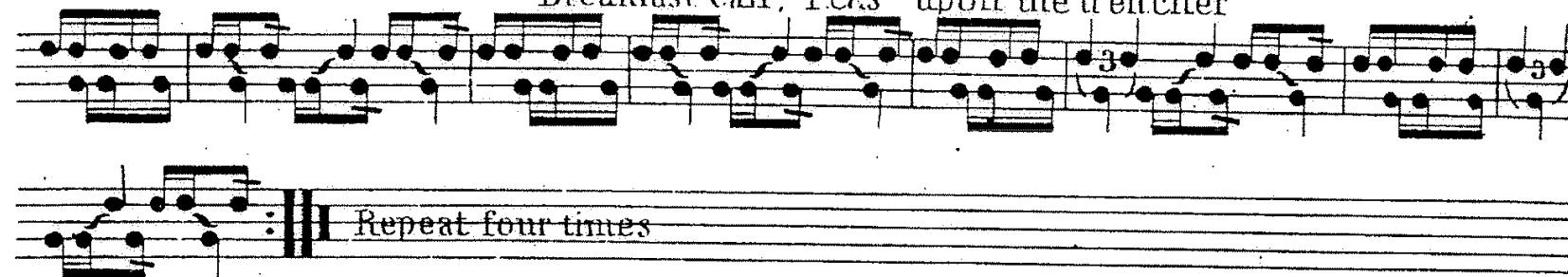
Quick Retreat



Roast Beef or Dinner Call

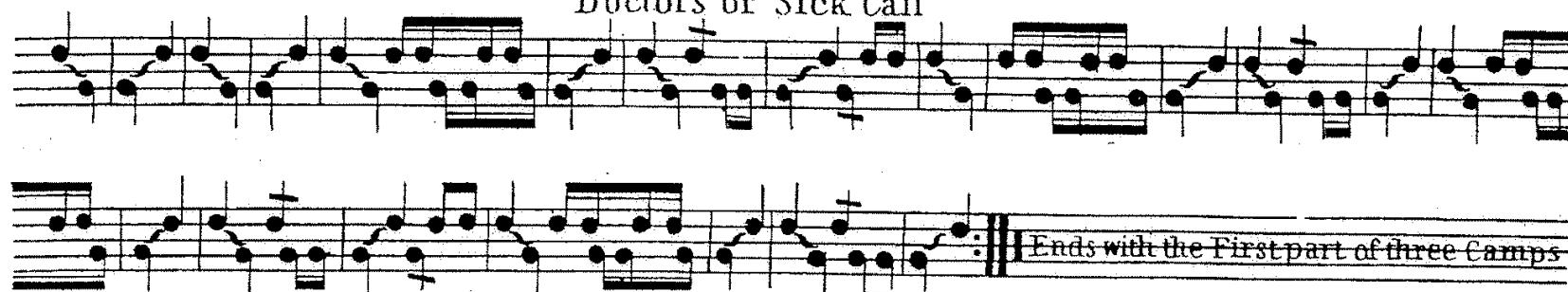


Breakfast Call, Peas upon the trencher



Repeat four times

Doctors or Sick Call



Ends with the First part of three Camps

Fatigue or Pioneers March



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

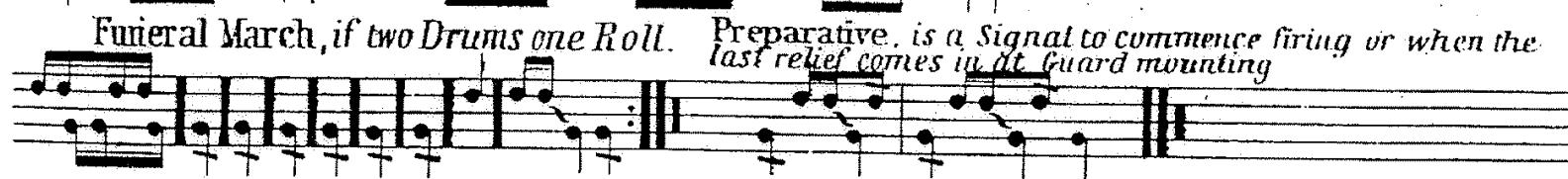


The Rogues March, is used to Drum out Soldiers unworthy to remain in the Service, if two Drums one Roll



Drill Call

Repeat four times



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.

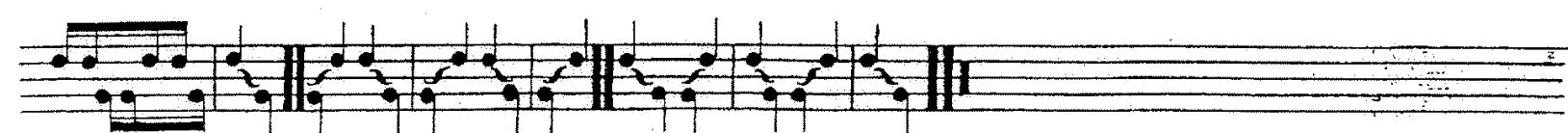


Water Call.

Wood Call

Cease Firing

Double Quick March



March in Retreat

Front to march slow, or to extinguish
fires and lights

Run

Halt

z Long March

Common Time N° 3

Gamut for the Fife

Left Hand

Right Hand

2
To Arms or Quarters



Dead March



Doctors Call

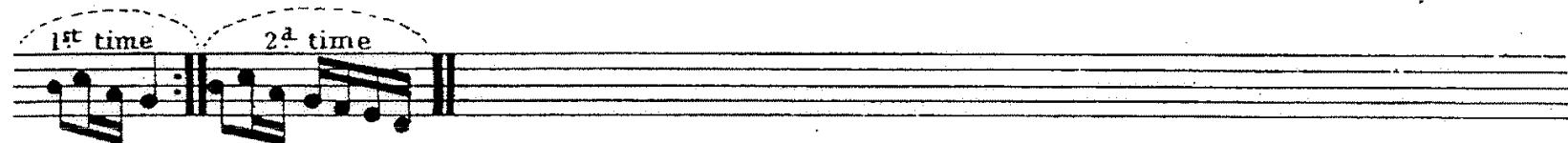


Three Camps

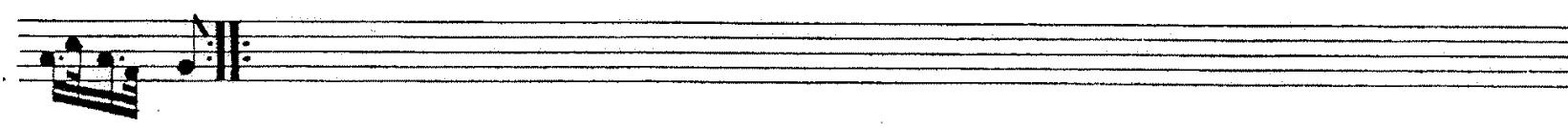
3 (16)



Slow Scotch



Austrian



4 (19)

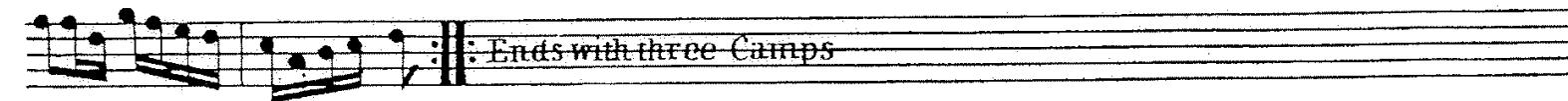
Dutch.



Hessia.



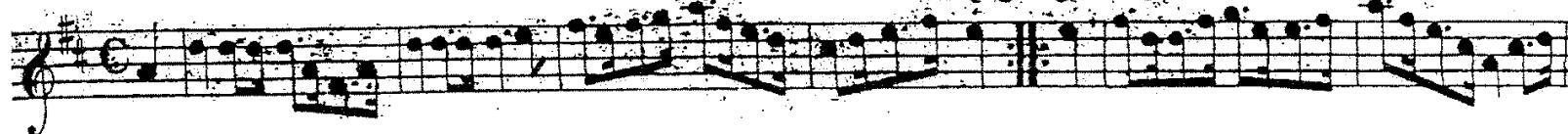
Quick Scotch



Troop

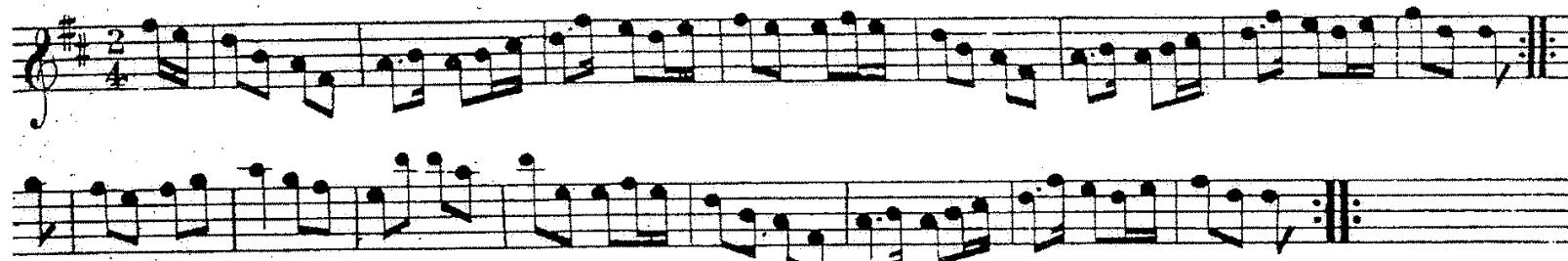
406 & GUN

5 (20)

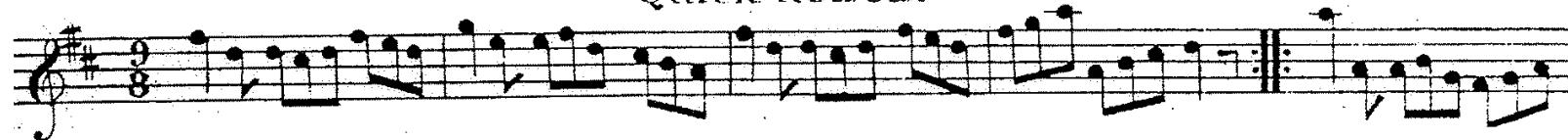


Doublings to the Troop

ROSE TREE



Quick Retreat



Slow Retreat

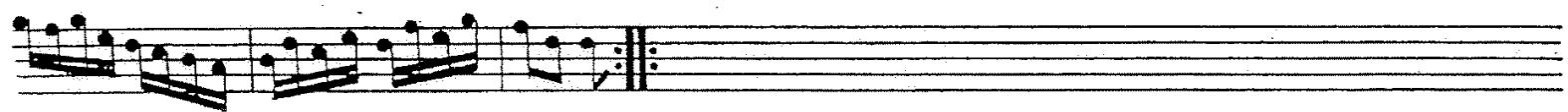


6 (24)

The Tattoo. *Doublings.*



Quick Step



Slow March



Dutch



Yankee Doodle

7

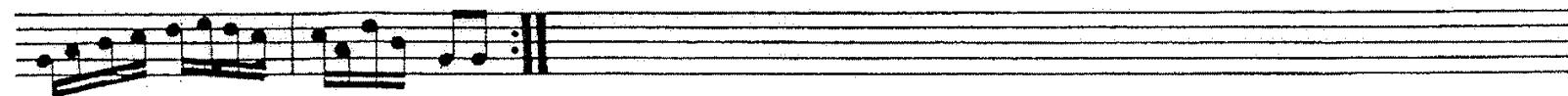


End of the Tattoo

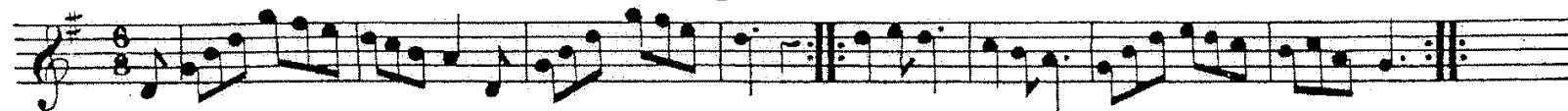
Dinner Call



Breakfast Call



Fatigue Call



8 (23)

Church Call



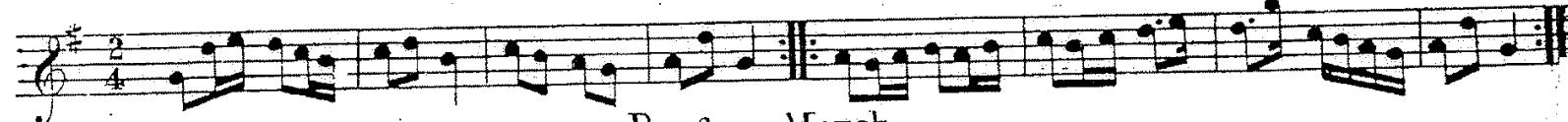
Drill Call



To the Colour



The General



Rogues March



Slow March

Slow March

The musical score is for a band, featuring five staves of music. The key signature is G major (one sharp). The time signature is 2/4. The music consists of two sections, each ending with a repeat sign and a double bar line. The first section begins with a treble clef, a sharp sign, and a 'C' (common time). The second section begins with a bass clef, a sharp sign, and a 'C' (common time). The music is composed of various notes and rests, including eighth and sixteenth notes, and rests of different lengths. The score is divided into measures by vertical bar lines. The tempo is marked as 'Slow March'.

25.

Quick Step



Quick Step

