

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.
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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.

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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.
5. Double Paradiddle.

26. Treble Paradiddle.
27. Flam Paradiddle-diddle.
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50. Drill Call.

51. Dead March.
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53. School Call.
54. Adjutant's Call.
55. Assembly Call.
56. General Call.
57. Field Officer's Call.
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59. Colors Call.
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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

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

Flams & St. Flams Paradiddle Single Paradiddle Double Paradiddle

Treble Paradiddle Flams Paradiddle didle Half Drag

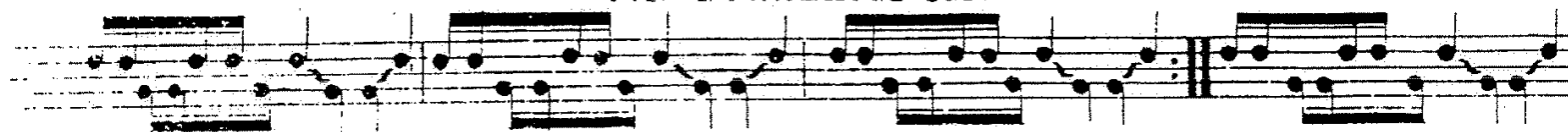
Full Drag Signal Drag Double Drag Slow Say 1 2 3

Ruff Single Rotamacue Double Rotamacue

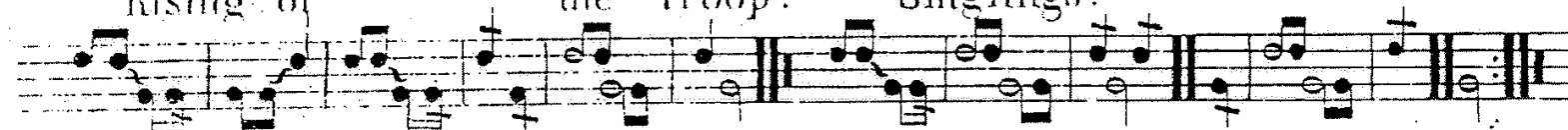
Quick Not so quick Taps is a signal for the front to advance slow. Double Bar A Repeat Both parts The Ending

Fast until Say one begins the part again Repeat

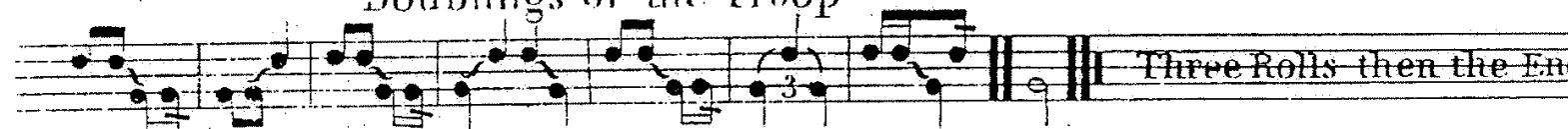
The Drummers Call



Rising of the Troop. Singlings.



Doublings of the Troop



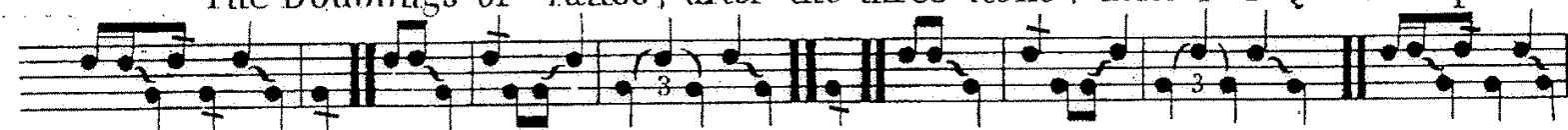
of the Troop

Retreat

Begins and ends with three rolls and the first part once through

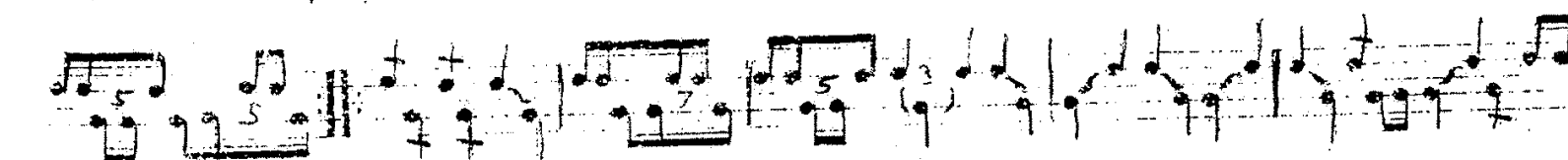
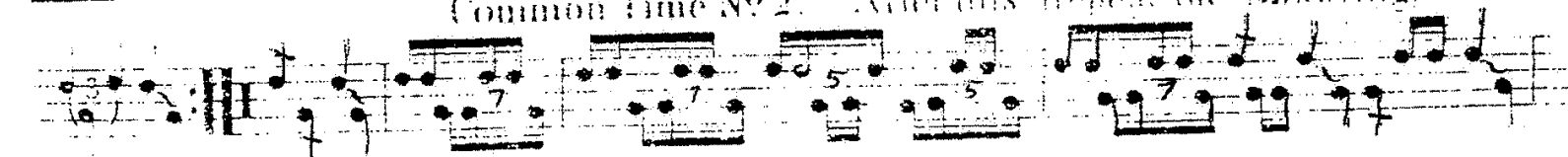
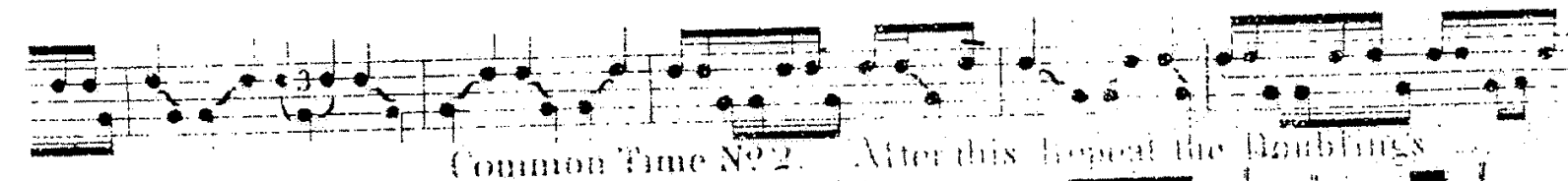
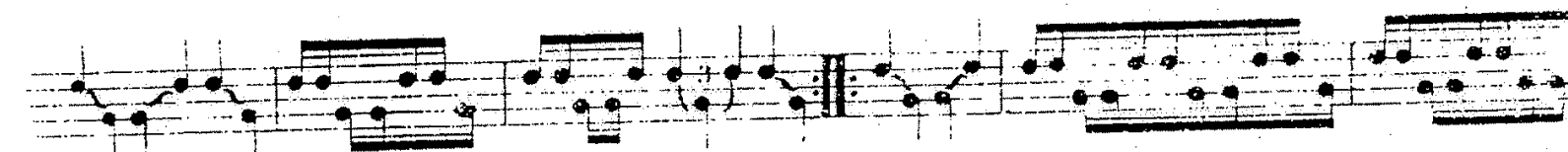
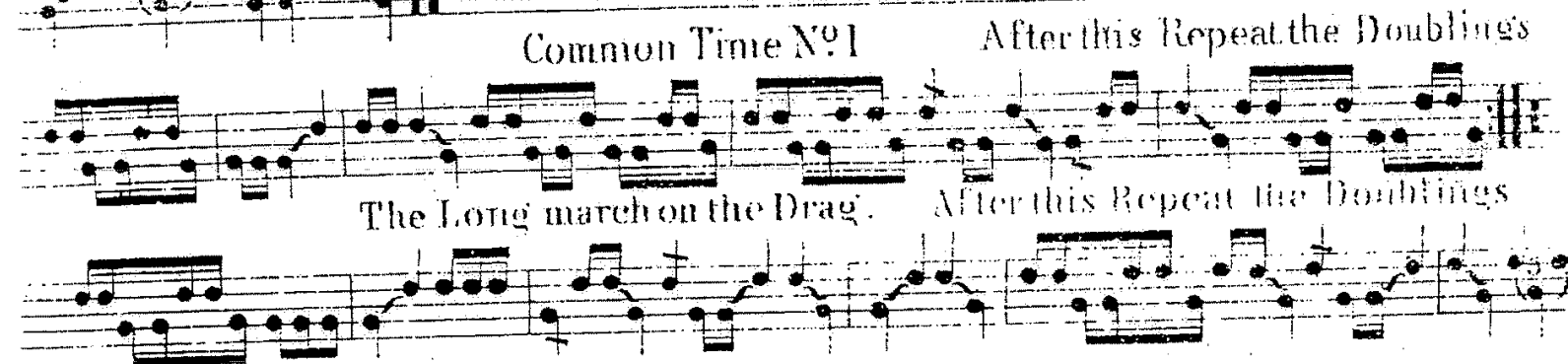
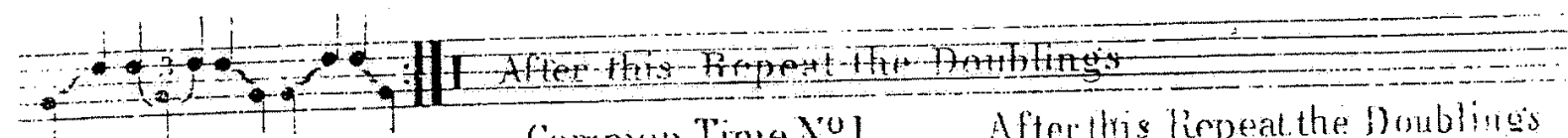


The Doublings of Tattoo, after the three Rolls, then N°1 Quick Step



N°1 Quick Step. After this the Doublings





After this the Doublings

The Dutch. Repeat four times After this the Doublings

Yankee Doodle

Repeat four times, three Rolls then the Doubling

The Revillo. The first part of the three Camps

The second part of the three Camps

Third part of the three Camps

SINGLE PLAC

The third part of the three Camps, *Continued*

Slow Scotch

The Roll

The Roll

The Austrian



The Hessian



The Eight Rolls

Quick Scotch

The musical score for 'Quick Scotch' consists of six staves. The first five staves contain a continuous melody with various rhythmic patterns, including eighth and sixteenth notes, and rests. The sixth staff begins with a double bar line and the text 'Ends with the first part of the three Camps' written across it.

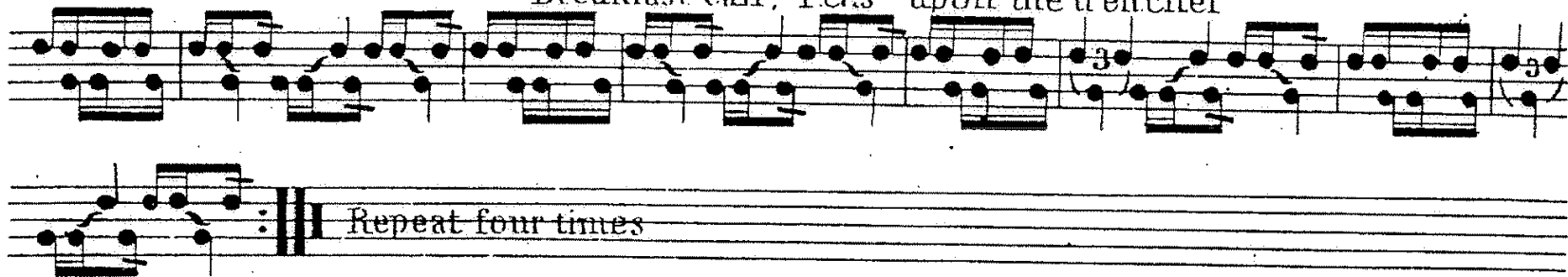
Quick Retreat

The musical score for 'Quick Retreat' consists of two staves. The first staff contains a melody with various rhythmic patterns. The second staff begins with a double bar line and the text 'End with three Rolls and the first part once through' written across it.

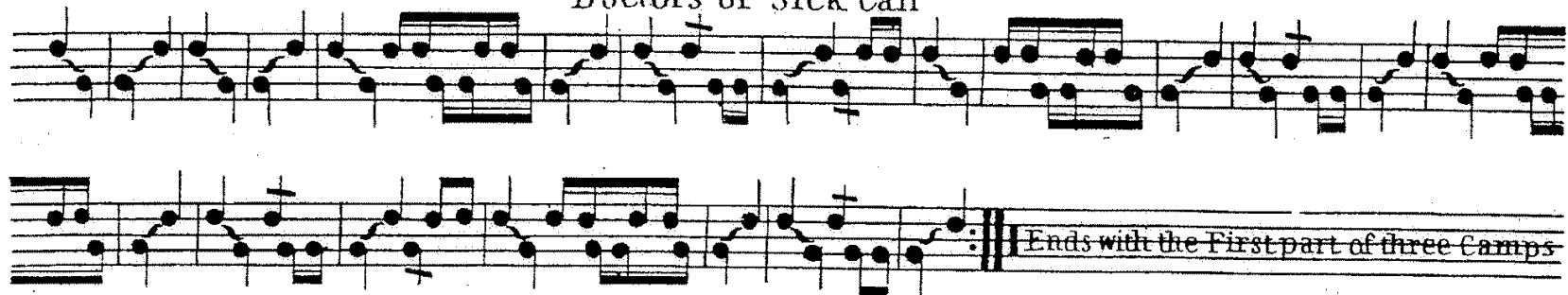
Roast Beef or Dinner Call



Breakfast Call, Peas upon the trencher



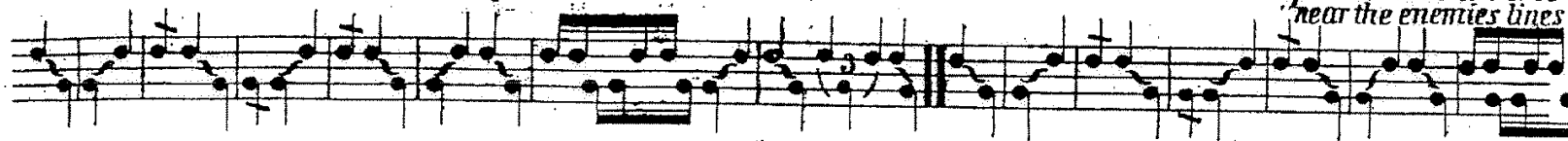
Doctors or Sick Call



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

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



To Recall Detachment.

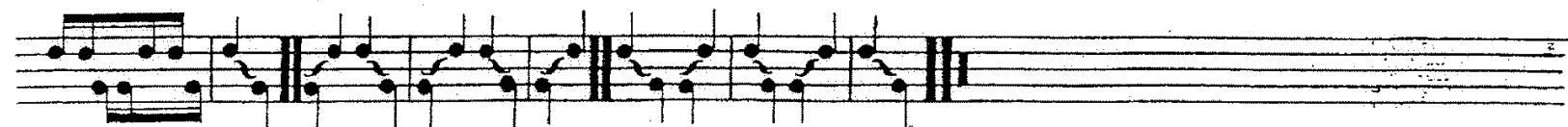
Water Call.



Wood Call

Cease Firing

Double Quick March



March in Retreat

Front to march slow, or to extinguish
fires and lights

Run

Halt

Long March

Common Time

Nº 3

The image displays a musical score for two marches. The first section, 'March in Retreat', is written on a single staff with a key signature of one flat (B-flat) and a common time signature. It includes dynamic markings like 'D' and 'F', and a tempo instruction 'Run'. The second section, 'Long March', is written on two staves, also in one flat and common time. It features various musical notations including slurs, ties, and repeat signs. The third section, 'Common Time Nº 3', is written on two staves in common time, featuring a key signature of one flat and a tempo marking 'Nº 3'. The score is presented in a clear, black-and-white format with standard musical notation.

Gamut for the Fife

The diagram illustrates a musical exercise for piano, showing the placement of notes on a staff divided into two systems: Left Hand and Right Hand. The notes are arranged in a sequence across 14 measures.

Left Hand:

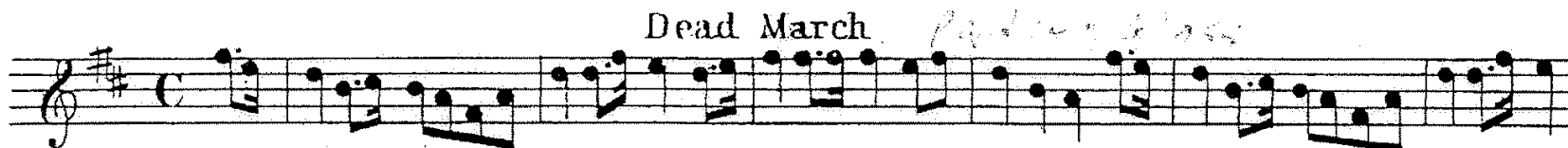
- Measure 1: D (middle line)
- Measure 2: E (first space)
- Measure 3: F (first space)
- Measure 4: G (first space)
- Measure 5: A (second line)
- Measure 6: B (second line)
- Measure 7: C (second line)
- Measure 8: D (middle line)
- Measure 9: E (first space)
- Measure 10: F (first space)
- Measure 11: G (first space)
- Measure 12: A (second line)
- Measure 13: B (second line)
- Measure 14: C (second line)

Right Hand:

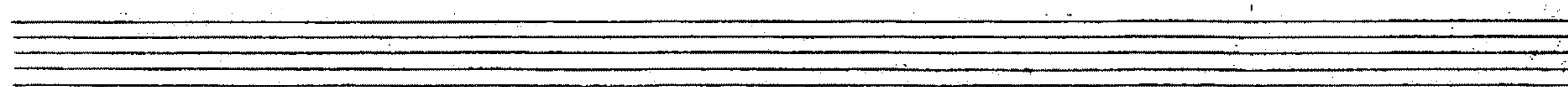
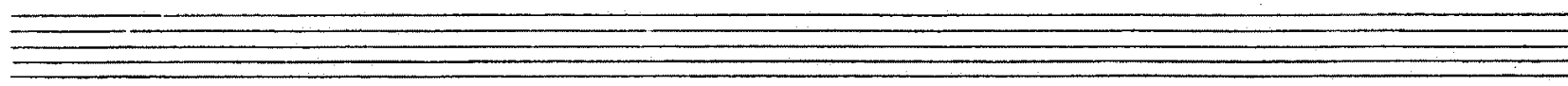
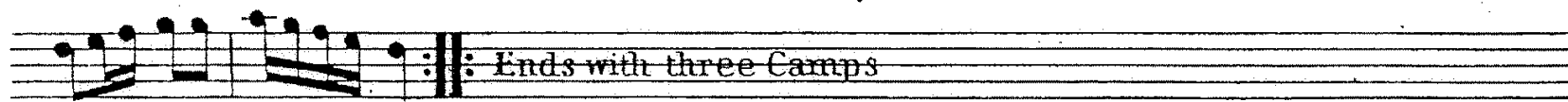
- Measure 1: D (middle line)
- Measure 2: E (first space)
- Measure 3: F (first space)
- Measure 4: G (first space)
- Measure 5: A (second line)
- Measure 6: B (second line)
- Measure 7: C (second line)
- Measure 8: D (middle line)
- Measure 9: E (first space)
- Measure 10: F (first space)
- Measure 11: G (first space)
- Measure 12: A (second line)
- Measure 13: B (second line)
- Measure 14: C (second line)

2

To Arms or Quarters



Doctors Call

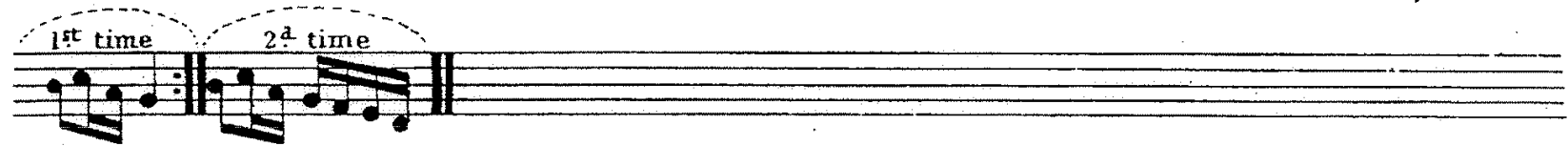


Three Camps

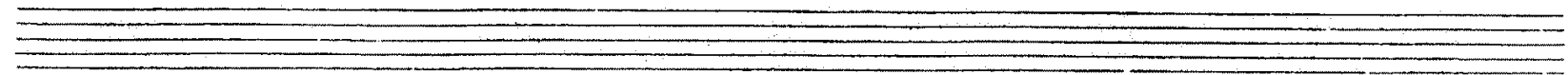
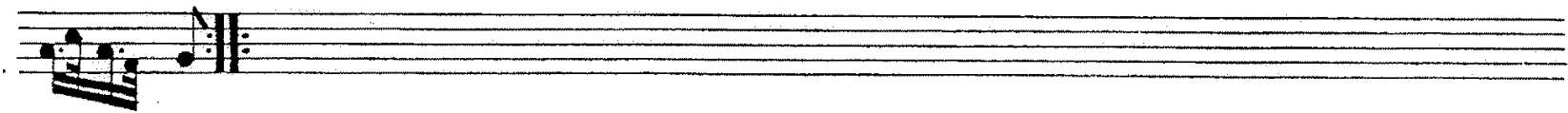
3 (16)



Slow Scotch



Austrian

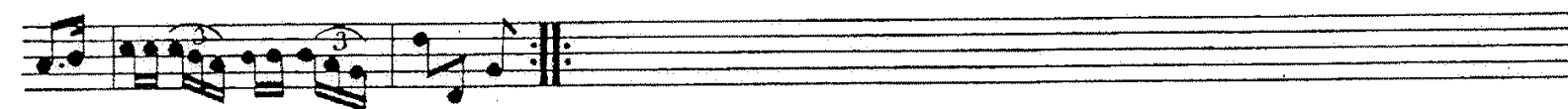


4 (19)

Dutch.



Hessia.



Quick Scotch

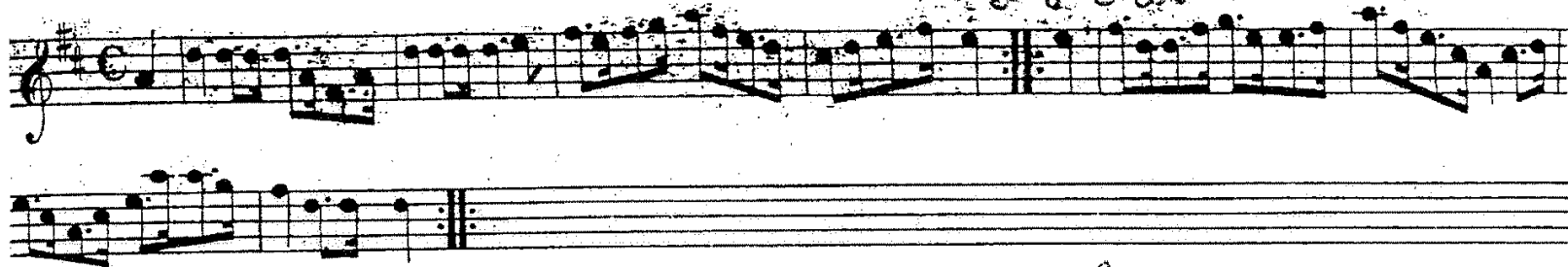


Ends with three Camps

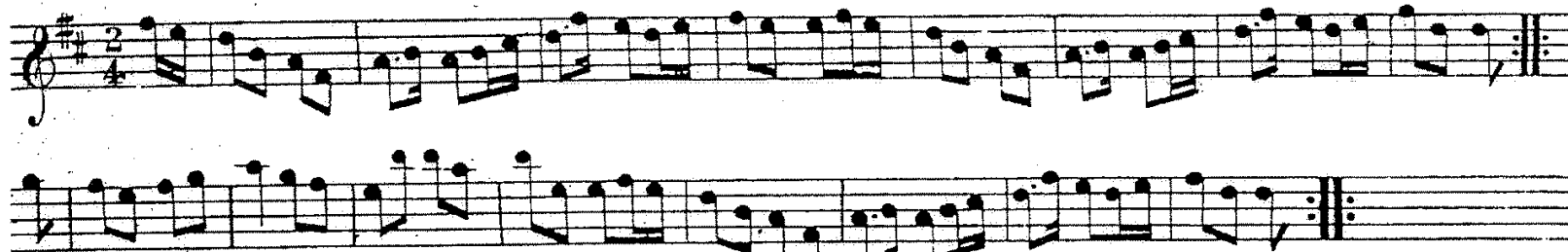
Troop

DOG & GUN

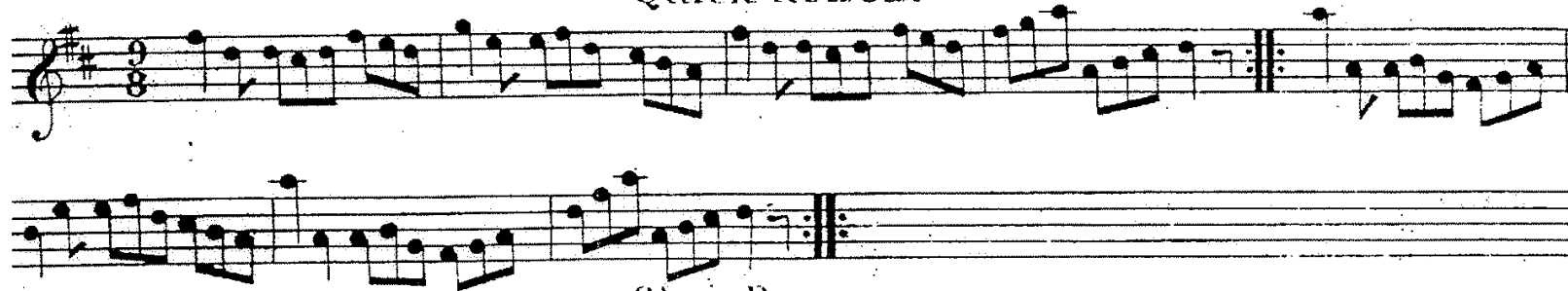
5 (20)



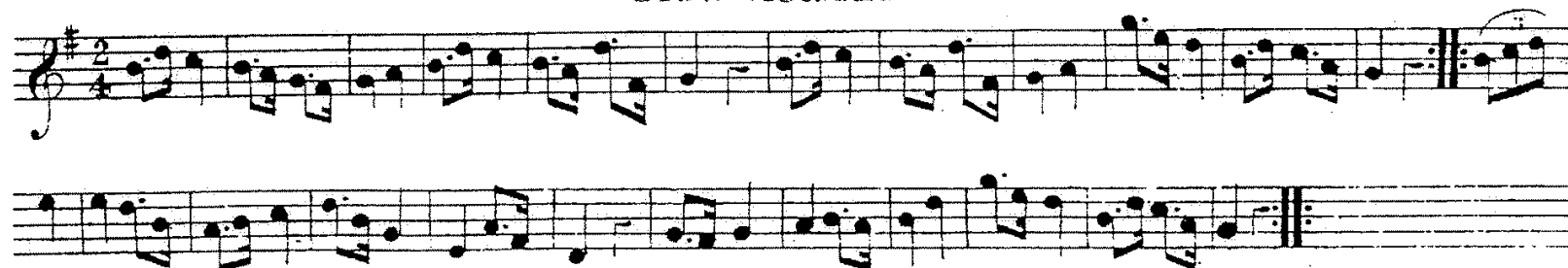
Doublings to the Troop ROSE TREE



Quick Retreat



Slow Retreat

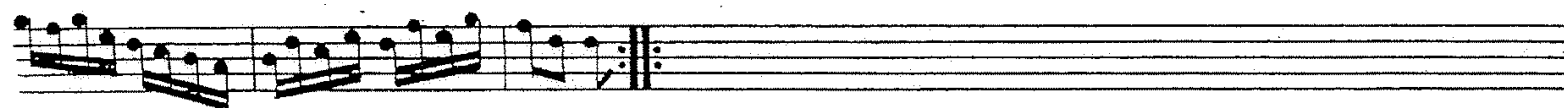


6 (2 1)

The Tattoo. Doublings.



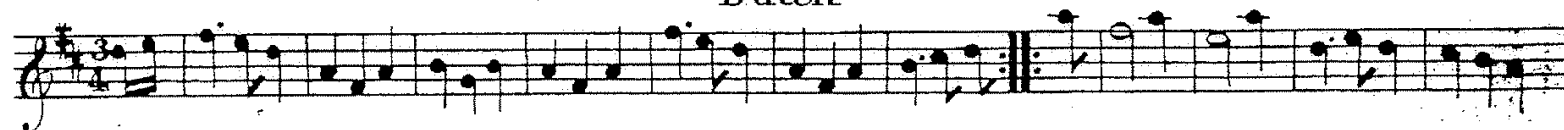
Quick Step



Slow March

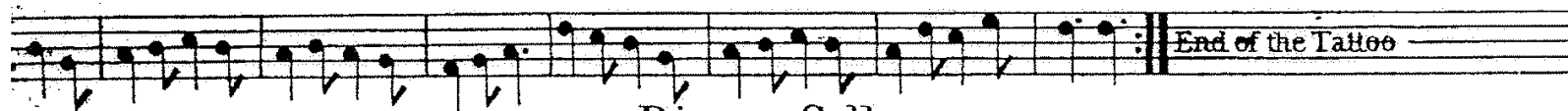


Dutch



Yankee Doodle

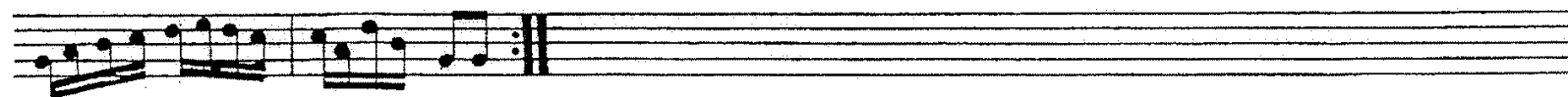
7



Dinner Call



Breakfast Call



Fatigue Call

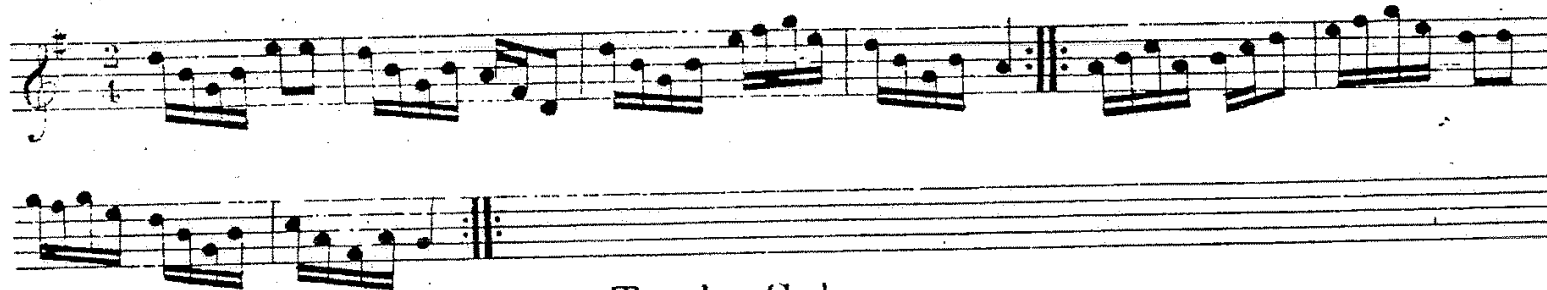


8 (23)

Church Call



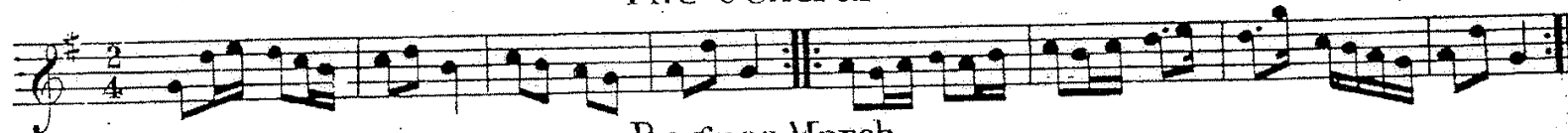
Drill Call



To the Colour



The General



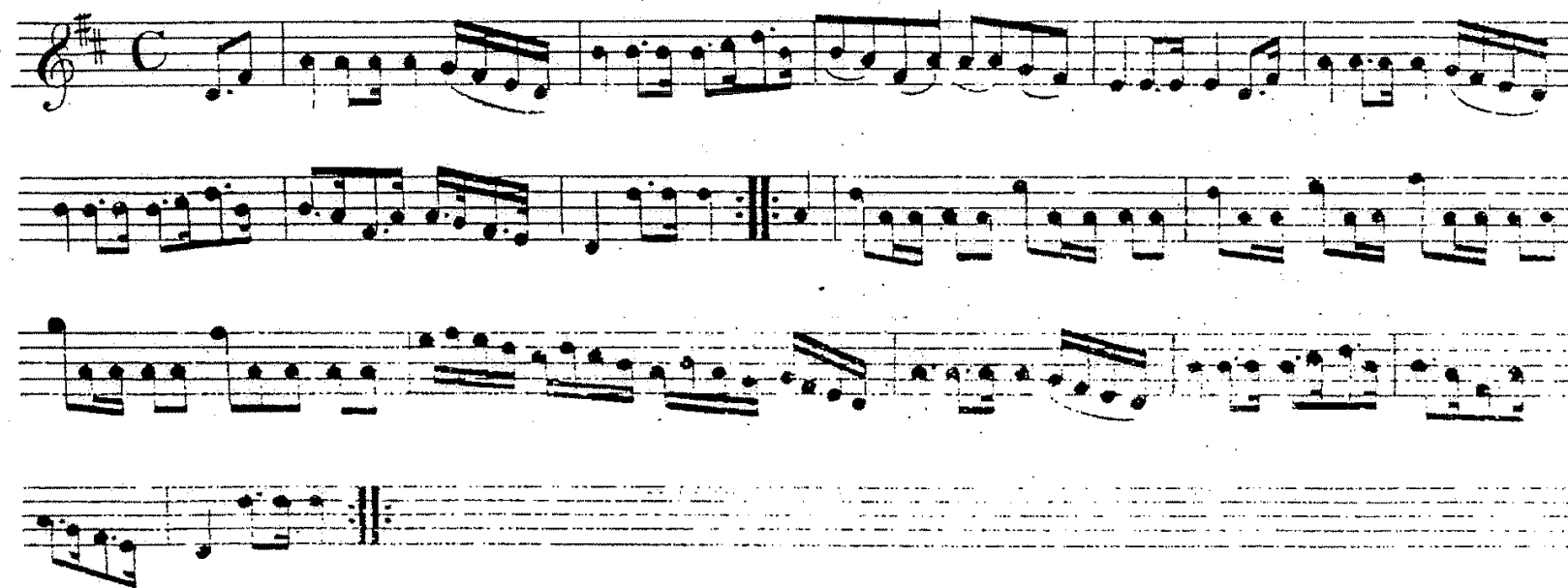
Rogues March



Slow March



Slow March



25

Quick Step



Quick Step

