

A NEW, USEFUL AND COMPLETE SYSTEM OF
DRUM BEATING —

*Including the Reveille, Troop, Retreat, Officers' calls,
Signals, Salutes and the whole of the Camp duty as prac-
ticed at Head quarters, WASHINGTON CITY, intended particu-
larly for the UNITED STATES ARMY and NAVY, by*

CHARLES STEWART ASHWORTH. —

Leader of the Marine band of music Washington City.

To which are added, Tunes for the Pipe —

— adapted to the Drum.

BOSTON, Published for the AUTHOR 1812.

By G. Grosvenor. Price 2 Dols. —

RULES

TO BE OBSERVED by YOUNG DRUMMERS.

The first thing to be attended to by the Young Learner is to hold the Sticks properly:— the upper, or left hand stick is the most difficult to be managed at first:— it must be firmly held between the Thumb and two middle fingers, to rest on the third finger a little above the middle joint. — —

The lower, or right hand stick must be held fast with the little finger, and be allowed to play with ease through the others, as a man may use a stick in fencing. — — —

The next to be learnt is to close a Roll:— begin with two heavy strokes with the upper, or left hand, then two with the right, and so on, quickening the time till the Roll is closed. — — — —

District of COLUMBIA to wit:

BE IT REMEMBERED, That on this fifteenth day of January, in the year of our Lord one thousand eight hundred and twelve, and of the Independence of the United States the thirty-sixth, CHARLES STEWART ASHWORTH, deposited in this office the Title of a Book, the right whereof he claims as Author and Proprietor in the following words, to wit:—

"A new, useful, and complete System of Drum-beating, including the Reveille, Troop, Retreat, Tattoo, Officers' Calls, Signals, Salutes, and the whole of the Camp Duty as practised at head-quarters, Washington City; intended particularly for the use of the United States Army and Navy."—

In conformity to the act of the Congress of the United States, entitled "An act for the encouragement of Learning, by securing the Copies of Maps, Charts and Books, to the Authors and Proprietors of such Copies, during the time therein mentioned"—

And also to an act entitled "An act supplementary to an act entitled an act for the encouragement of Learning, by securing the Copies of Maps, Charts and Books to the Authors and Proprietors of such Copies during the time therein mentioned, and extending the benefits thereof to the arts of designing, engraving and etching historical and other Prints."

G. DENEALE, CLERK

District Court District Columbia.

January 16 1812.

R U D I M E N T S

FOR

Drum Beating in General.

It is necessary that the learner should first practice the long Roll untill he can close it handsomely: then go on with the Lessons, one by one, as they are here placed, and by no means undertake the Second till he can with ease close the first. —

He will find that by getting these Lessons perfect, every beat he undertakes will become easy and familiar to him. —

Roll.

Left hand.
Right hand.



11 Stroke Roll.



7 Stroke Roll.



9 Stroke Roll.



10 Stroke Roll.



Mother or 5 S. Roll.



Faint Roll.

Poing Stroke,
hard.Hard but not
so hard as poing
Stroke.

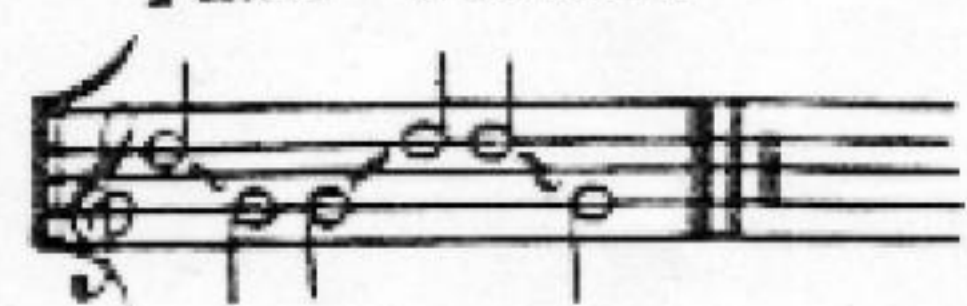
Faint Stroke.



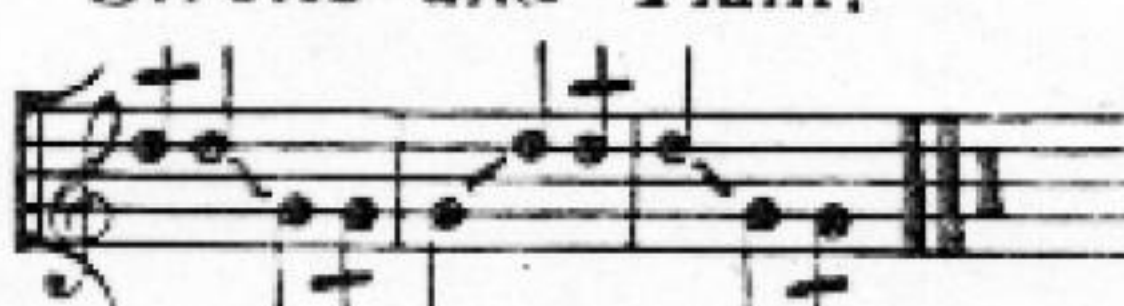
Hard Flams.



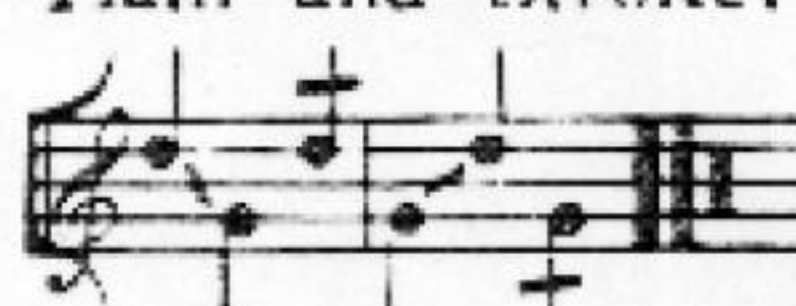
Faint Flams.



Stroke and Flam.



Flam and Stroke.



Flam Paradiddle.



Single Paradiddle.



Double Paradiddle.



Trible Paradiddle.



Flam Paradiddle Diddle.



Half Drag.



Full Drag.



Single Drag.



Double Drag.



Slow, Say 1.2.3. Quick like a Drag.



Single Rotamacue.



Double Rotamacue.



Taps .



Marked thus

Quick.

Double bar, Dotted bar

Two dots on

Rest

A Repeat

each side

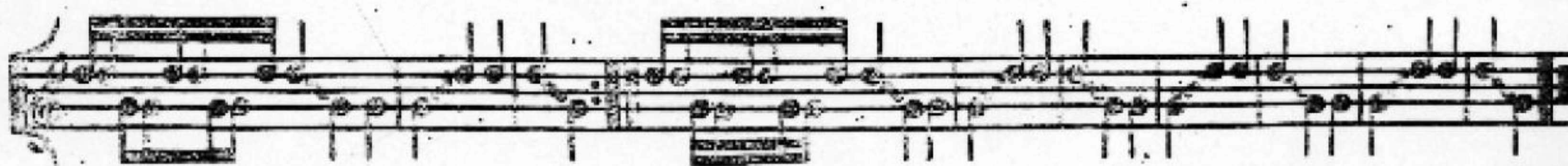
untill you say one.

begin that part again.

finish the part.

The Drummers Call.

The Drummers call is Beat by the Leading Drum five or ten minutes before the Striking off of the Troop, Retreat and Tattoo. — —

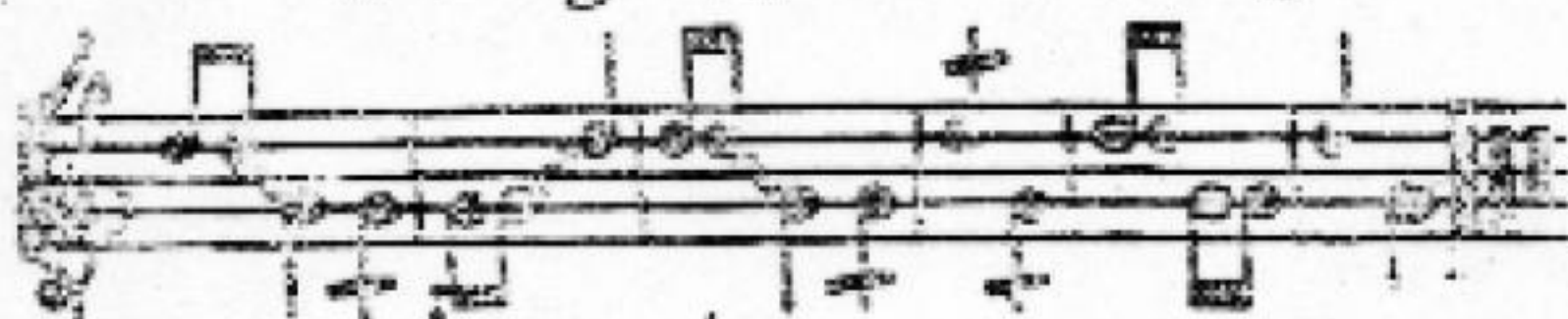


The Troop.

The Troop begins with three Rolls by Drums and Fifes. — The Rising of the Troop is then Beat by the Leading Drum without the Fifes: the whole of the Drums and Fifes then Strike in and go through with the Singlings twice, or more times, when the Signal (*a long Stroke*) is given from the right to commence the Doublings, which are repeated once or twice through the Tune, when a similar Signal to the last is given to repeat the Singlings until you Roll off. —

Three Rolls and the first part of the Doublings Ends the Troop! — The Troop is Beat at eight or nine O'clock in the morning at hoisting the Colors.

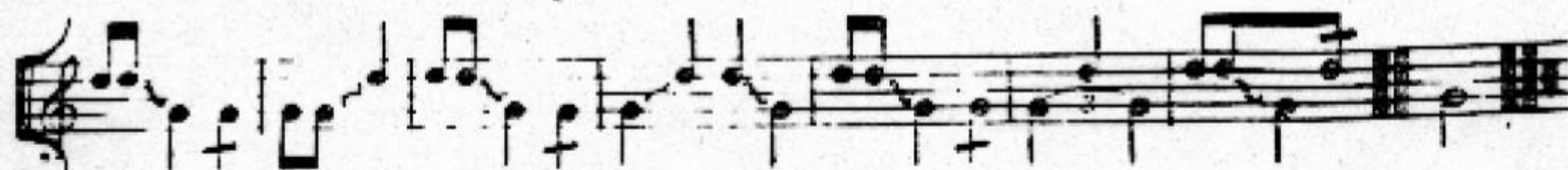
Rising of the Troop.



Singlings of Troop or Assembly.



Doublings of the Troop.

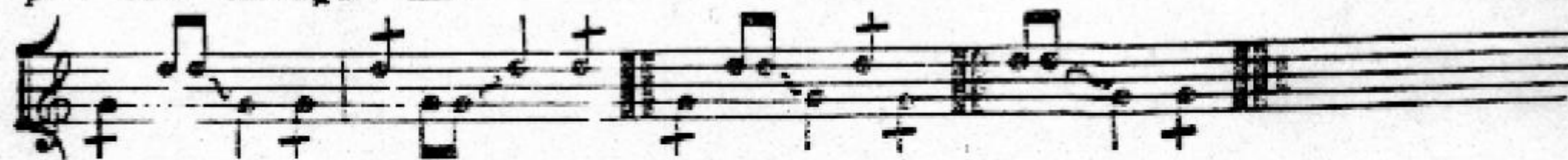


End of the Troop after the three Rolls.



Retreat.

The Retreat begins with three Rolls, and ends with three Rolls and the first part once through.



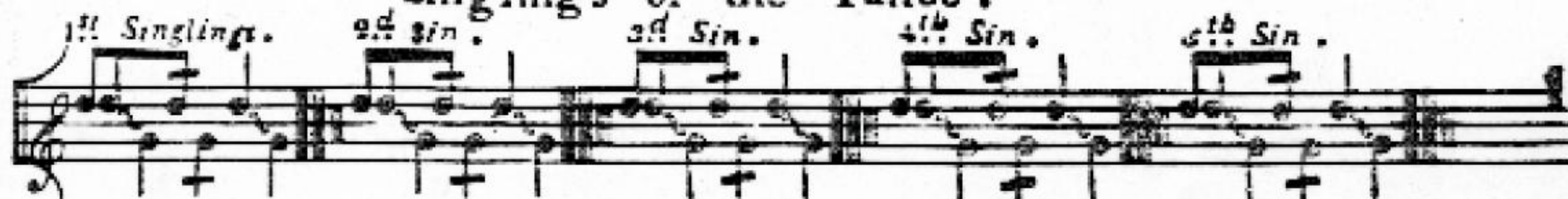
The Tattoo.

The Tattoo, from the twenty second of March, to the twenty second of September is beat at nine O'clock from the twenty second of September to the twenty second of March at eight O'clock; provided the Commander in Chief has not appointed other hours for the performance of that Duty.

Begins with three Rolls, the singlings of the Tattoo are then beat by all the Drums.

—Some favorite Air is then played by the Drums and Fifes: at the end of each part of the Tune the Drums Beat the Singlings. — When through the Tune the Signal is given from the Right to begin the Doublings, which are beat but once through, after which the Singlings as at first, and so on alternately till the Signal is given for Rolling off; — End with three Rolls and the Doublings once through. —

Singlings of the Tattoo.



Doublings of the Tattoo.



Preparative.

The Preparative is a Caution before a Company commences firing, or when on Guard, is Beat after the last relief comes in. —



The first part of the General is used as a Caution to Cease firing.

To Arms .

The Adjutants Call .

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First Serjeants Call. *Repeated 3 times,*

The Wood Call .



All non Commissioned Officers Call .



The Water Call .

Front to Halt .



N.B. The Taps are for the Front to march slower .

The General .

The General is a Signal for Striking tents, and for a March; begins with three Rolls— Ends with three Rolls, and the General once through. —



The pioneers March is a Signal for those on fatigue to turn out— also to Drum out Idle Women from the Camp .

The fatigue, or Pioneers March .



THE REVEILLE.

The Reveille begins with the three Camps, omitting the three Rolls, between the first, second, third, and fourth, parts, one Roll. — between the fourth and fifth parts, eight Rolls — that is two long ones like those between the first parts, and six short Rolls; — let the last stroke of the Scotch repeat be the first of the three Camps. — The three parts of the three Camps is considered but one part of the Reveille, therefore the first Roll is not till the three Camps are beat through.

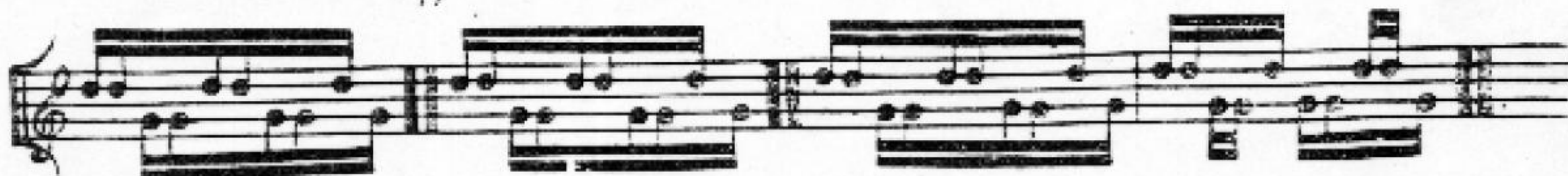
THE FIRST PART of the THREE CAMPS.



THE SECOND PART of the THREE CAMPS.

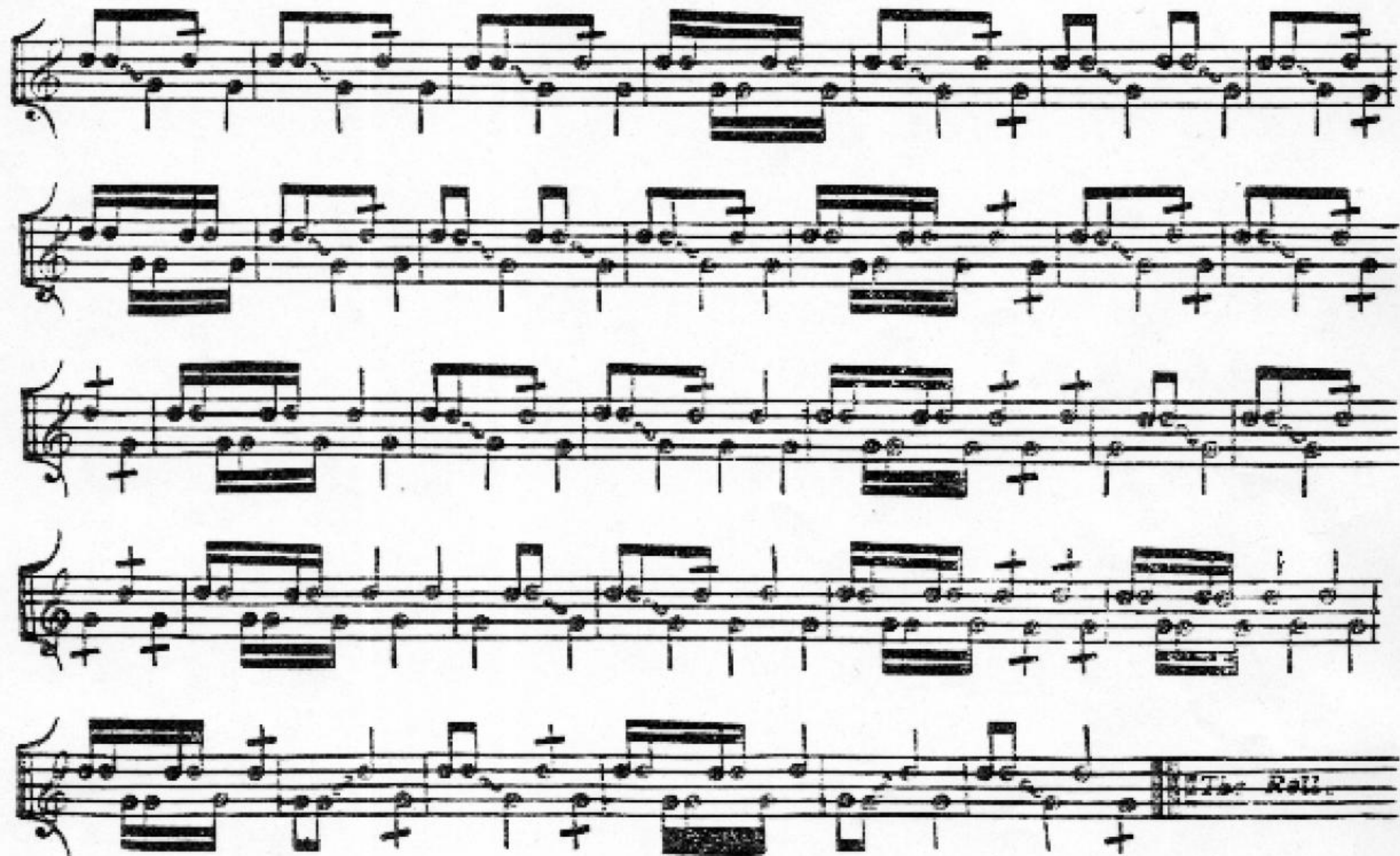


THIRD PART of the THREE CAMPS.



THE SCOTCH.



The SCOTCH Continued.

THE AUSTRIAN.



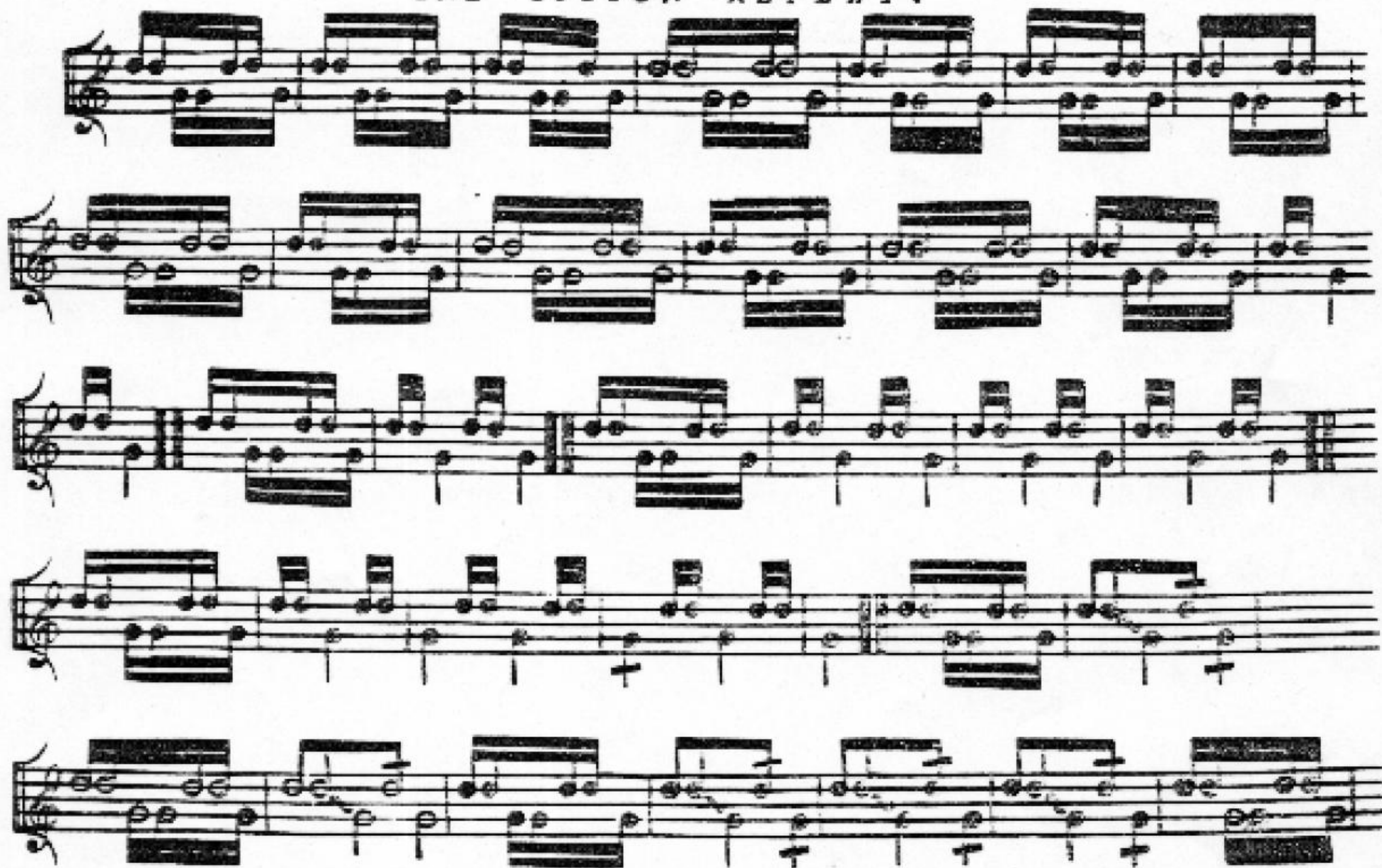
THE DUTCH.



THE HESSIAN.



THE SCOTCH REPEAT.



THE SCOTCH REPEAT *Continued.*

The musical score consists of five staves of music, each beginning with a treble clef and a key signature of one sharp (F#). The notation includes various note values, rests, and bar lines. The first four staves contain the main melody of the 'Scotch Repeat' section. The fifth staff concludes the section with a double bar line and a repeat sign. Above the final staff, the text 'Reveille Ends with the Point of War, or the first part of the three Camps' is written, indicating the end of the section and the start of a new one.

Reveille Ends with the Point of War,
or the first part of the three Camps

Note The Point of War, or first part of the three Camps, is a Compliment which a Guard pays a Governor of a State and to no other Person: * Is also Beat when the Regiments Colors are returned, uncased to the Commandants Quarters; if the Colors be cased, the Drum pays no Compliment; also when Colors are received from the Commanders Quarters. * It is understood that the President of the U. S. is also entitled to this Compliment in any Sta^{te}.

The Grenadiers March .

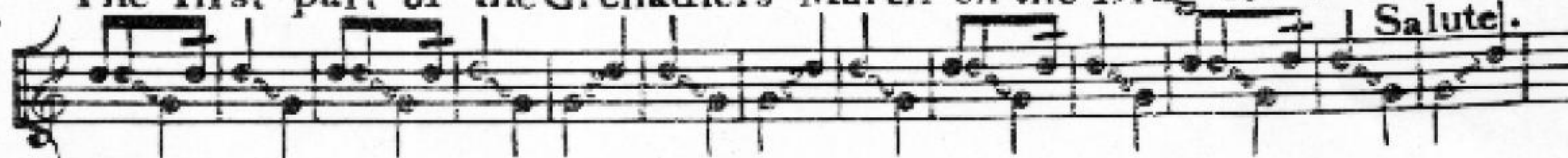
The first part of the Grenadiers March on the Roll is used when Guards Present Arms to each other: — that on the Drag when a Regiment presents arms to a General. —

If more Drums than one, part must Roll while the others Beat on the Drag. —



Grenadiers March *Continued.*

The first part of the Grenadiers March on the Drag for a General Salute.



Quick Step, or Long March.



Common time March.



Quick Step.



Quick Step *Continued.*

Slow March .



The Duke of Yorks Troop. for one Drum.



A Favorite Troop Continued.

25



A Favorite Troop for two Drums.

Unison Unison Unison Unison Unison

Unison Unison Unison Unison Unison Unison

Unison :||: Unison Unison Unison Unison

Unison Unison

Favorite Troop Continued.

27

The musical score is divided into three systems. Each system consists of a treble staff and a bass staff. The first system's treble staff contains a series of eighth and sixteenth notes, with rests marked with a '1'. The bass staff contains the word 'Unison' repeated across measures. The second system's treble staff continues the melodic line with similar note values and rests. The bass staff contains 'Un.' followed by 'Unison' repeated. The third system's treble staff concludes the piece with a final cadence. The bass staff contains 'Unison' repeated. The notation includes various musical symbols such as clefs, notes, rests, and bar lines.

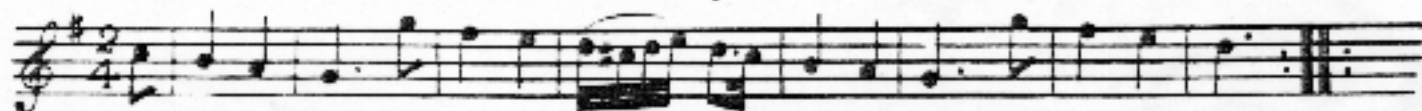
The first line is for the Loud Drums the second for the Muffled. — the Rests in the Loud parts are for the muffled Drums by themselves, those marked Unison are not intended to be silent but both muffled and Loud Drums beat together .

TUNES FOR THE FIFE

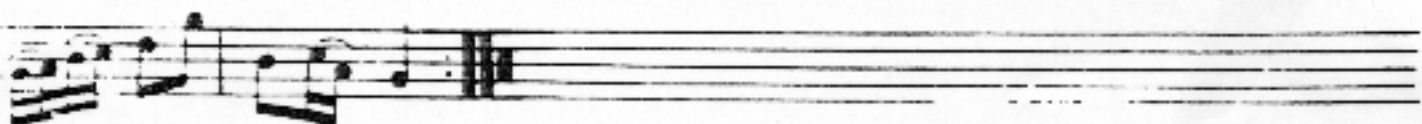
Adapted to the foregoing Work.

THE REVEILLE.

The three Camps.



The Scotch.



The Austrian.



The Dutch.



The Hessian.



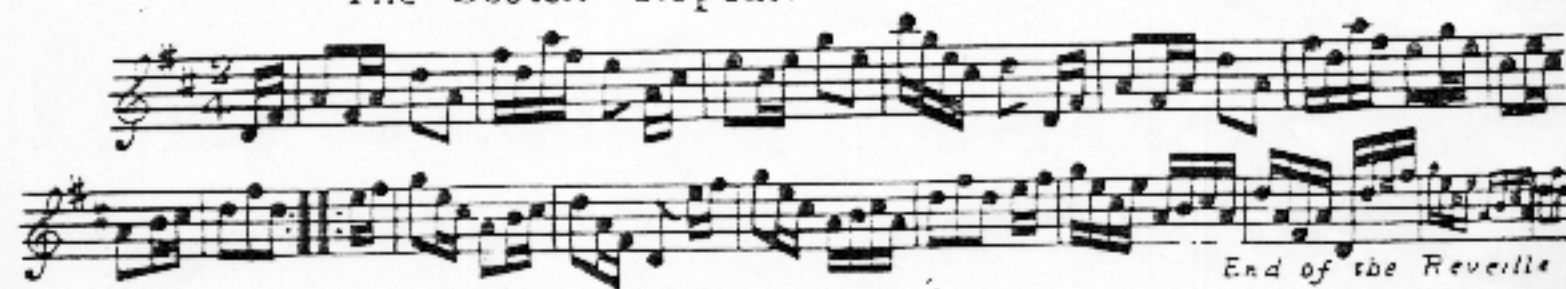
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The Hessian Continued.

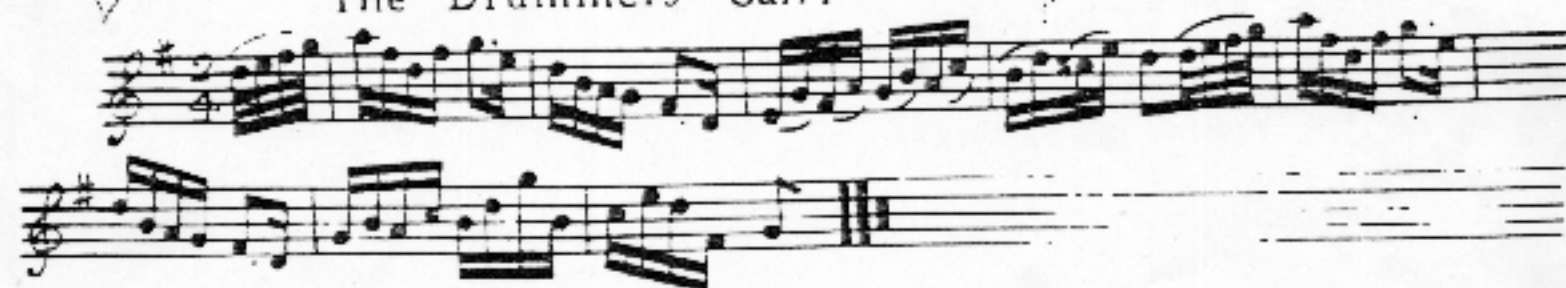


The Scotch Repeat.



End of the Reveille

The Drummers Call.



When wars alarm, Troop.



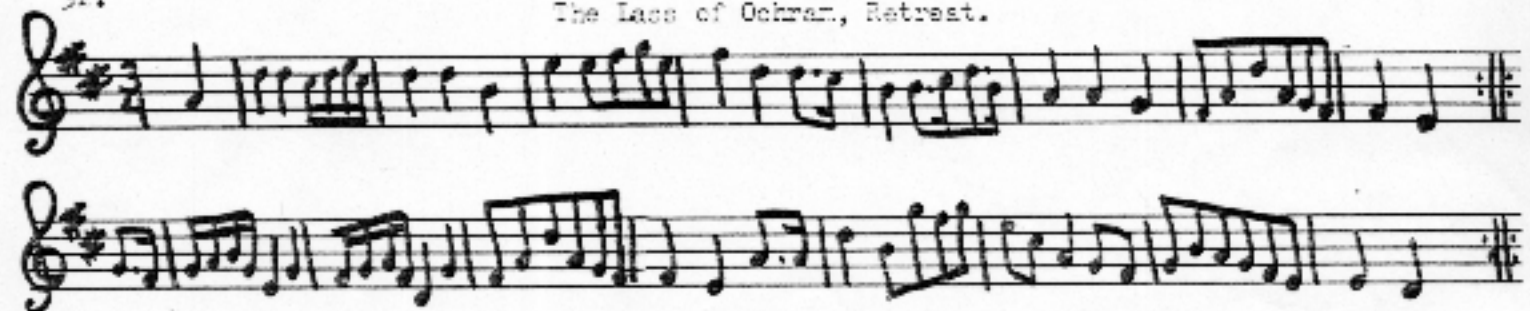
Doublings of Troop.



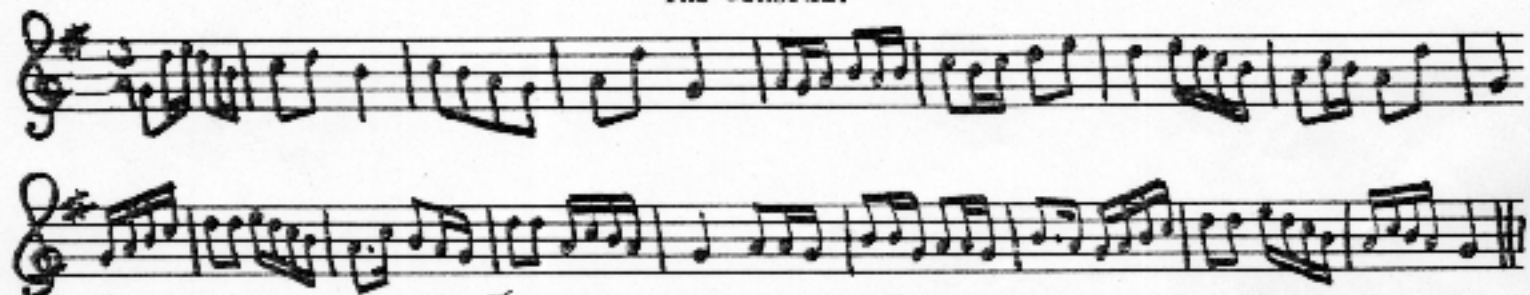
To Arms .



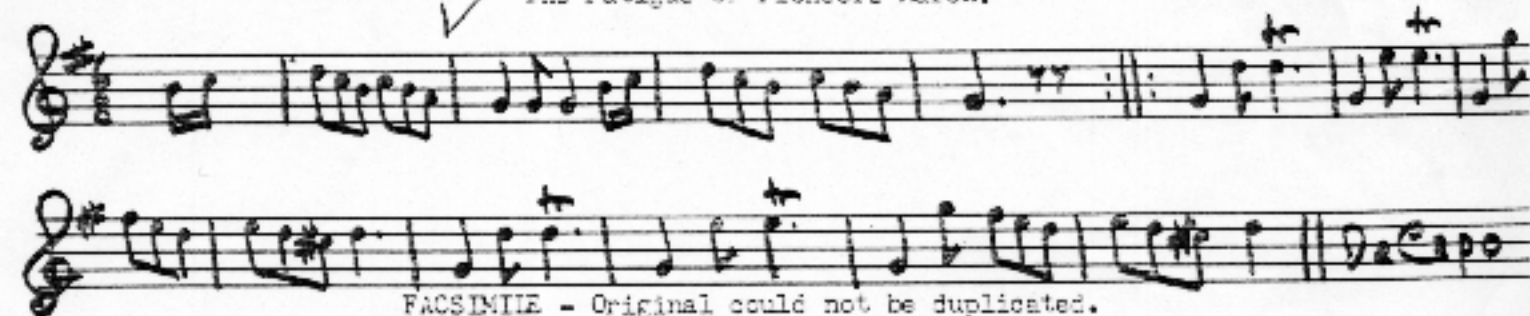
The Loss of Ockran, Retreat.



The General.



✓ The Fatigue or Pioneers March.



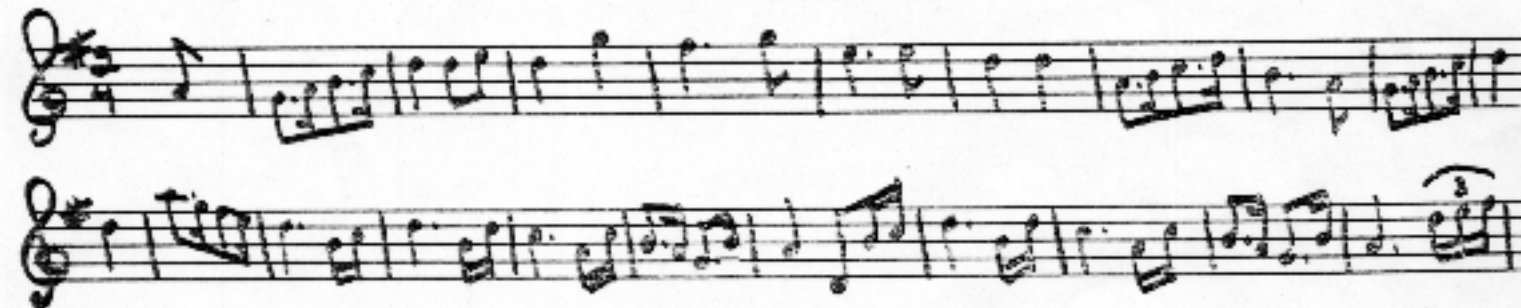
The Roast Beef.



The Rogues March.



The Grenadiers March.



The Grenadier's March, continued



Parley, or Church Call



Phyllis and Damon, Troop



Charming Molly, Doublings

Three staves of music for 'Charming Molly, Doublings'. The first staff begins with a treble clef, a key signature of one sharp (F#), and a 2/4 time signature. It features a repeat sign followed by a series of eighth and sixteenth notes. The second staff continues the melody with similar rhythmic patterns and includes a repeat sign. The third staff concludes the piece with a final melodic phrase and a repeat sign.

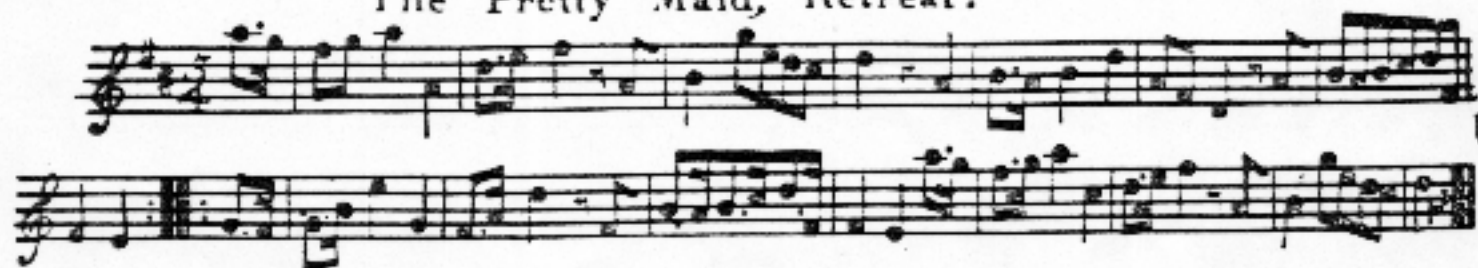
The Dog and the Gun, Troop

Two staves of music for 'The Dog and the Gun, Troop'. The first staff starts with a treble clef, a key signature of two sharps (F# and C#), and a common time signature. It contains a repeat sign and a melodic line. The second staff continues the melody and ends with a repeat sign.

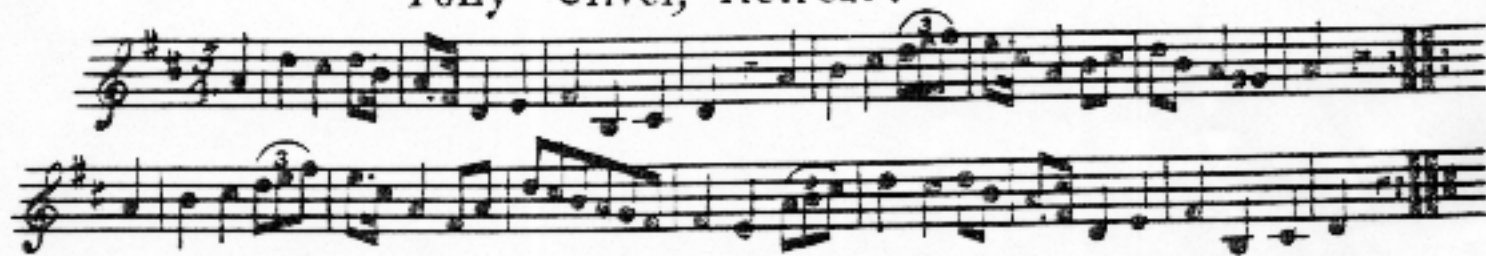
The Tobacco Box, Doublings

Three staves of music for 'The Tobacco Box, Doublings'. The first staff has a treble clef, a key signature of one sharp (F#), and a 2/4 time signature. It includes a first ending bracket labeled 'I.' and a melodic line. The second staff continues the melody and features a second ending bracket labeled '2.'. The third staff concludes the piece with a first ending bracket labeled 'I.' and a second ending bracket labeled '2.'.

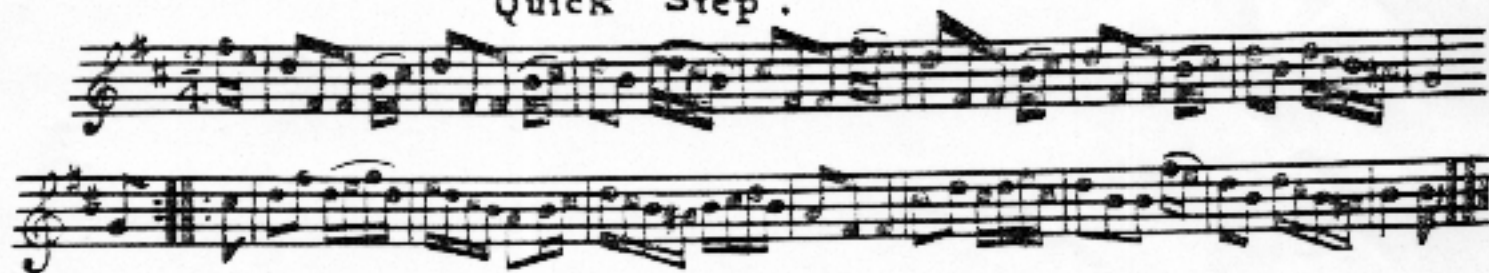
The Pretty Maid, Retreat.



Polly Oliver, Retreat.



Quick Step.



Quick Step.



Smiths Hornpipe.



Slow March.



Slow March.

