

# Scouts BSA Bugle Calls

**Reveille** ♩ = 152 Morning wake-up call

Musical notation for Reveille, 2/4 time, starting with a forte (f) dynamic. The melody consists of eighth and quarter notes.

**First Call** ♩ = 96 Used for getting attention. Commonly used at horse races

Musical notation for First Call, 3/8 time, starting with a forte (f) dynamic. It features a triplet of eighth notes.

**Assembly** ♩ = 176 Signals everyone to gather at a designated place. Some refer to this as "Fall In"

Musical notation for Assembly, 2/4 time, starting with a forte (f) dynamic. The melody is composed of quarter and eighth notes.

**Mess Call** ♩ = 152 Signals Mealttime

Musical notation for Mess Call, 2/4 time, starting with a forte (f) dynamic. It includes a triplet of eighth notes.

**Drill Call** ♩ = 144 A call first heard in military days. It is best avoided unless your troop has agreed what it signals. For Example, it could be used for camp cleanup or report for some camp activity.

Musical notation for Drill Call, 2/4 time, starting with a forte (f) dynamic. The melody uses eighth and quarter notes.

**Fatigue Call** ♩ = 100 Summons those who are to report for some type of work activity

Musical notation for Fatigue Call, 3/8 time, starting with a forte (f) dynamic. It features a triplet of eighth notes.

**Officers Call** ♩ = 108 Played for a meeting of Troop leaders.

Musical notation for Officers Call, 6/8 time, starting with a forte (f) dynamic. The melody is composed of quarter and eighth notes.

**Recall** ♩ = 132 Signals an end to something that is underway. For example, a game of Capture the Flag when everyone is scattered far and wide. "Assembly" also could be used.

Musical notation for Recall, 2/4 time, starting with a forte (f) dynamic. It includes a triplet of eighth notes and first/second endings.

**Church Call** ♩ = 72 Announces that services are about to begin

Musical notation for Church Call, 2/4 time, starting with a forte (f) dynamic. It features a tempo change to ♩ = 96 and ends with a ritardando (rit.) marking.

**Swimming** ♩ = 120 Signals the swimming period

Musical notation for Swimming, 6/8 time, starting with a forte (f) dynamic. The melody consists of quarter and eighth notes.

**Fire Call** ♩ = 176 Played as an alarm that signals danger

Musical notation for Fire Call, 2/4 time, starting with a forte (f) dynamic. The melody is composed of quarter and eighth notes.

**Retreat** ♩ = 96 Signals the end of the official day. It usually is played just before "To the Colors" or national anthem, which are played during the lowering of the flag

Musical notation for Retreat, 2/4 time, starting with a forte (f) dynamic. It includes a piano (p) dynamic marking and ends with a ritardando (rit.) marking.

**To The Colors** ♩ = 132 Played while the flag is raised or lowered

Musical notation for To The Colors, 2/4 time, starting with a forte (f) dynamic. It includes piano (p) and forte (f) dynamic markings and ends with a ritardando (rit.) marking.

**Call to Quarters** ♩ = 100 Signals everyone is to get ready for bed.

Musical notation for Call to Quarters, 2/4 time, starting with a forte (f) dynamic. It features a triplet of eighth notes and ends with a ritardando (rit.) marking.

**Taps** ♩ = 50 Signals the end of the day, when everyone is to go to sleep. Also played at funerals

Musical notation for Taps, 2/4 time, starting with a mezzo-forte (mf) dynamic. It includes fortissimo (ff) and forte (f) dynamic markings and ends with a morendo marking.