

# **THE NATIONAL CIVIL WAR FIELD MUSIC SCHOOL**

## **Fort McHenry NATIONAL MONUMENT AND HISTORIC SHRINE**

Baltimore, MD  
June 23-25, 2017

### **FIELD MUSIC STANDARDS**

The following are standards for field musicians participating in The National Civil War Field Music School (NCWFMS). They have been developed by field musicians active in Civil War re-enacting and have been updated by the musical faculty of the NCWFMS. These standards can be used to help you determine your current level of performance and set goals for your future advancement as a field musician.

The concept of The National Civil War Field Music School is to help you improve your musical, as well as military, impression. Do not feel that if you cannot meet these standards you shouldn't attend. On the contrary, this is an ideal time to work with first-rate instructors who have proven themselves in the area of field music.

Students are also highly encouraged to seek instruction with a fife, drum or trumpet (bugle) instructor before attending the school.

We have posted all of the common camp duties at [www.nationalcivilwarfieldmusicschool.com](http://www.nationalcivilwarfieldmusicschool.com), along with a list of music manuals and resources, many of which can be downloaded or purchased on line.

If you have any questions, please contact me at [dheminitz@gmail.com](mailto:dheminitz@gmail.com).

Now get practicing, and we'll see you in June!

Donald Heminitz,  
Music Director

# **FIFE**

## **Beginner Level**

Anyone who is not yet at the below-listed Novice Level

## **Novice Level**

- Must be able to play all the notes on the fife correctly and perform major scales of G, D and A – two octaves
- Must be able to play five tunes that were used in the Civil War period (select from list of tunes below)
- Must be able to play the following Camp Duty Tunes (from any manual of the period including Howe, Hart or Bruce and Emmett) to a level of proficiency which makes them recognizable to other fifers, officers, and troops:
  - Three Cheers
  - Slow Scotch
  - Three Camps

## **Intermediate Level**

In addition to thoroughly mastering the requirements of the previous level (i.e. almost without mistakes):

- Must be able to play 10 additional tunes from the period (select from list of tunes below)
- Must be able to recognizably play the following additional Camp Duty tunes (from any manual of the period including Howe, Hart or Bruce and Emmett):
  - Breakfast Call (Peas Upon a Trencher)
  - Rogue's March
  - Two additional Reveille tunes
  - Adjutant's Call
  - Tattoo

## **Advanced Level**

In addition to thoroughly mastering the requirements of the previous level (i.e. without mistakes):

- Must be able to correctly play the remaining Camp Duty
- Must be able to play Funeral March No. 1 (Howe/Hart) and Merry Men from the Grave
- Must be able to correctly play the full Reveille
- Must be able to correctly play an additional 15 Civil War tunes (select from list of tunes below)

# DRUM

## **Beginner Level**

Anyone who is not yet at the below-listed Novice Level

## **Novice Level**

- Must know the first 13 of the 26 Basic Rudiments open
- Must be able to perform fairly well, and up to speed:
  - 5 stroke rolls
  - 7 stroke rolls
  - flam, ruff, and paradiddle closed
- Must have a good understanding of tempo, and keep a steady beat
- Must be able to beat two different marching cadences
- Must be able to beat at least two of the Reveille tunes (from any manual of the period including Howe, Hart, and Bruce and Emmett)
- Must be able to beat the following Duty drum beats to a level of proficiency which makes them recognizable other drummers, officers, and troops:
  - Drummers Call
  - The Assembly
  - The Long Roll

## **Intermediate Level**

In addition to thoroughly mastering the requirements of the previous level (i.e. almost without mistakes):

- Must know the remaining 13 of the 26 Basic Rudiments open
- Must be able to beat the first 13 Basic Rudiments and most of the remaining 13 closed
- Must be able to beat additional Duty Beats including:
  - Breakfast Call
  - Dinner Call
  - Adjutant's Call
  - Orderly, or First Sergeant's Call
  - Soldiers' Drill Call
  - All Officers' Call
- Must be able to beat the first part of the Reveille
- Must be able to play beats for at least 10 different tunes used in Civil War reenacting (from list below), including Army 2/4, Army 6/8, and other commonly used beats

## **Advanced Level**

In addition to thoroughly mastering the requirements of the previous level (i.e. without mistakes):

- Must be able to correctly beat the remaining Camp Duty Beats
- Must be able to correctly beat the full Reveille
- Must be able to correctly perform the beats for an additional 15 Civil War tunes

# BUGLE

## **Beginner Level**

Anyone who is not yet at the below-listed Novice Level

## **Novice Level**

- Must be able to sound all five notes on the bugle correctly.
- Must be able to sound the following infantry bugle calls to a level of proficiency which makes the call recognizable by other buglers, officers, and troops:
  - Assembly of the Buglers
  - The Assembly
  - Forward
  - Halt
  - Commence Firing
  - Cease Firing
  - In Retreat March
  - Reveille
- Must be able to recognize and identify the following calls when heard:
  - Officers' Call
  - To Extinguish Lights
  - Taps
  - Tattoo
  - To The Color
  - Attention
  - Quick Time

## **Intermediate Level**

In addition to thoroughly mastering the requirements of the previous level (i.e., almost without mistakes):

- Must be able to sound the following infantry bugle calls almost without mistakes:
  - Officers Call
  - To Extinguish Lights
  - Taps
  - Tattoo
  - To The Color
  - March in Retreat
  - Quick Time
  - Deploy as Skirmishers
  - Fix Bayonet
  - Unfix Bayonet
  - Lie Down
  - Rise Up
  - By The Right Flank
  - By The Left
  - Flank
  - Rally By Four

- Must be able to use double-tonguing on calls requiring its use
- Must be able to recognize 50% of all of the remaining infantry bugle calls, and the following other branch calls:
  - In Battery (Artillery)
  - Commence Firing (Artillery)
  - Cease Firing (Artillery)
  - Assembly of the Buglers (Artillery/Cavalry)
  - The Assembly (Artillery/Cavalry)
  - The Charge (Cavalry)

### **Advanced Level**

In addition to thoroughly mastering the requirements of the previous level (i.e. without mistakes

- Must be able to sound 80% of the remaining infantry bugle calls without mistake, and to instantly recognize the other 20% of those calls
- Must be able to sound the other branch calls listed in the previous level, and to be able to recognize at least 50% of the other branch calls
- Must be able to use triple-tonguing on calls requiring its use

## TUNE LIST FOR FIFERS AND DRUMMERS

Below is a list of recommended tunes for Fifers and Drummers. Students are encouraged to learn tunes, arrangements, and settings that are appropriate to the time period of the Civil War. While there have been many post-war influences on fifing and drumming, the goal of the National Civil War Field Music School is to strive for an authentic representation of drill beats, calls, and music that would have been heard by the troops between 1861 and 1865.

Arkansas Traveler  
Battle Hymn of the Republic  
Bonnie Blue Flag  
British Grenadiers  
The Campbells are Coming  
Carry Me Back To Ole Virginia  
Colonel Robertson's Welcome  
Dixie  
Dog and Gun  
Downfall of Paris  
Empty Pockets Quickstep  
Frog in the Well  
The Garry Owen  
The Girl I Left Behind Me (any version)  
Hail Columbia  
Hail to the Chief  
H--- on the Wabash  
House O'Duncan  
Jefferson and Liberty  
La Belle Catherine  
Listen to the Mocking Bird  
Minstrel Boy  
My Lodging's on the Cold Ground  
Old 1812  
Old Dan Tucker  
Oyster River  
Poor Cato  
Pop Goes the Weasel  
Rakes of Mallow  
Rally 'Round the Flag (Battle Cry of Freedom)  
Road to Boston  
Rory O'Moore  
St. Patrick's Day in the Morning  
The Star Spangled Banner (1850's version)  
Tatter Jack  
Three Cheers into The Red, White, & Blue  
Wearing of the Green (Gray)  
White Cockade  
Yankee Doodle