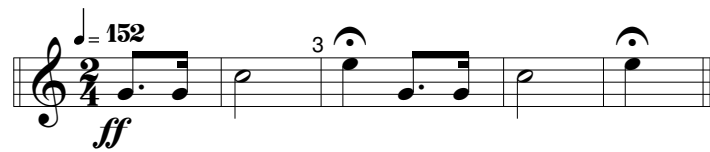


BUGLE CALLS

For Commemorative Services

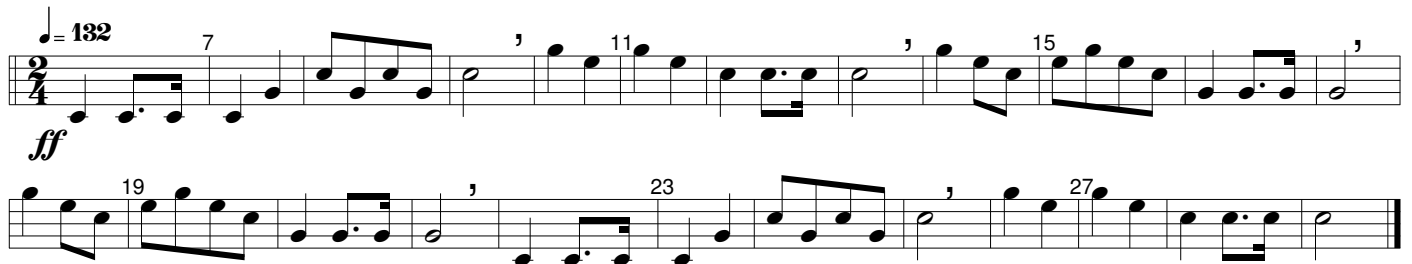
1. Standfast

Played at anytime deemed appropriate to get peoples attention.



2. Warning For Parade

Usually played 15 minutes before the parade to warn people to make final preparations before falling-in.



3. Fall In

Played 5 minutes before the start of the parade to call members onto parade under the control of individual platoon/company/contingent Commanders, and await handover to the PCO (Parade Commanding Officer) or PSM (Parade Sergeant Major).



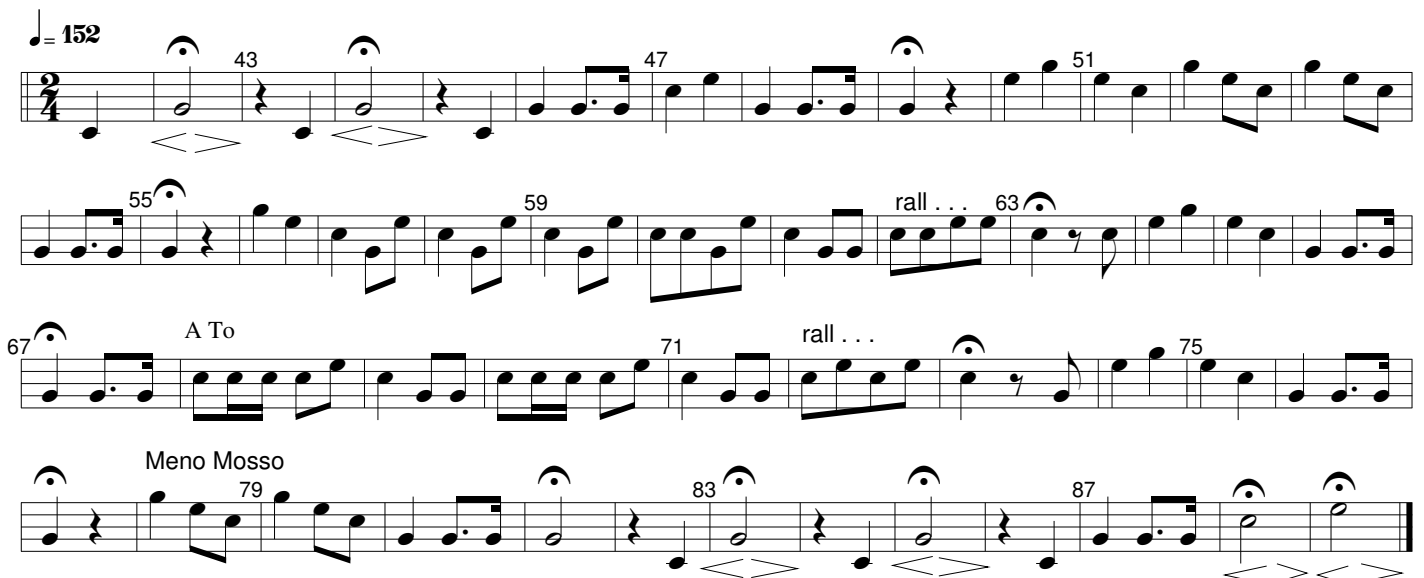
4. Quarter Call

Played when the the PCO/PSM is ready to take over command of all contingents/units and start the parade.



5. Last Post

Played traditionally to sigify that the last of the night's sentries has been posted and thus everyone should now be in their homes or barrack room. Played in the service as a tribute to those who have now taken their "last posting".



6. Reveille

Traditionally played to wake people in the morning, For commemorative services it signifies the awakening into the afterlife but, is rarely played because of the time taken to memorize and play - "Rouse" is usually played instead.

However it is now mandatory for Defence Force buglers to play the full Reveille at ANZAC day dawn services

Musical score for Reveille, starting at measure 91. The tempo is marked $\text{♩} = 76$. The score is in 2/4 time and consists of several lines of music. Measure numbers 91, 95, 103, 107, 111, 115, 119, 123, 127, 131, and 135 are indicated. The tempo changes to $\text{♩} = 152$ at measure 95 and $\text{♩} = 132$ at measure 103. The score ends with a *rall . . .* marking at measure 135.

7. Rouse

Traditionally played after Reveille as a final warning that you should not only be awake but "up and about".

For commemorative services it is often used as a substitute to Reveille because of its simplicity compared to the actual Reveille.

However, it is now mandatory for Defence Force buglers to play the full Reveille at ANZAC day dawn services

Musical score for Rouse, starting at measure 139. The tempo is marked $\text{♩} = 104$. The score is in 2/4 time and consists of two lines of music. Measure numbers 139, 143, 147, and 151 are indicated. The score includes a *rit.* marking and a triplet of three notes at measure 147.

8. Sunset (Retreat)

Traditionally played at the end of the day to withdraw troops from their tasks and move back their barracks/camp for the night. Played ceremonially for the lowering of the flag or, at services as a tribute to those who have faced their final sunset and as such where appropriate, is sometimes a substitute to Last Post.

Musical score for Sunset (Retreat), starting at measure 151. The tempo is marked $\text{♩} = 104$. The score is in 2/4 time and consists of three lines of music. Measure numbers 151, 155, 159, 163, 167, 171, 175, and 179 are indicated. The score includes a *rall . . .* marking at measure 175.

9 First Post

The question has often been posed, if there is a Last Post there must be at least a 1st. Post? Very rarely heard these days, the First Post was played when the first of the night's sentries was being posted as a warning to people to soon be off the streets so to speak, and inside their homes or barrack rooms. Ceremonially, it could be therefore played to signify that the cataflaque party was to now mount (take post).

Musical score for First Post, starting at measure 183. The tempo is marked $\text{♩} = 144$. The score is in 2/4 time and consists of three lines of music. Measure numbers 183, 187, 191, 195, 199, 203, 207, 211, 215, 219, and 223 are indicated.