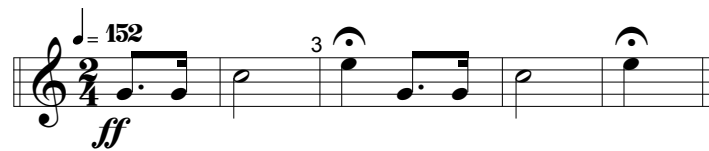


BUGLE CALLS

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".



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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



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



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.



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 cat-a-laque party was to now mount (take post).



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10. Navy Reveille

This is the Naval version of Reveille

$\text{♩} = 108$
f-p
 227
 231
f-p
 235
 239
 Piu Mosso
 $\text{♩} = 132$
f
 243
 247

11. ALert/Stand To

Used to call troops to there battle poitions and with weapons

$\text{♩} = 180$
 251
 255

12. Charge

$\text{♩} = 160$
 259

13. Mess Call (OR's)

$\text{♩} = 120$
 263

13. General Salute

Used when there is no band to play the the officially prescribed salute.

Used to raise (or break) the Flag

$\text{♩} = 144$
 267
 271
 275
 279
 283

14. Forward

$\text{♩} = 88$
 287