



Bugling Merit Badge

Monday

- Requirement 1: *Give a brief history of the bugle.*
- Requirement 2a: *Explain and demonstrate how the bugle makes sound, and explain how the bugle is related to other brass wind instruments.*
- Requirement 2b: (Assign) *Compose a bugle call for your troop or patrol to signal a common group activity, such as assembling for mealtime or striking campsite. Play the call that you have composed before your unit or patrol.*
- Requirement 3&4: *Sound the following bugle calls; & explain when each is used*
 1. First Call
 2. Reveille
 3. Assembly
 4. To the Colors

Tuesday

- Requirement 5: *Explain how to care for, clean, and maintain a bugle.*
- Requirement 3&4: *Sound the following bugle calls; & explain when each is used*
 1. Mess Call
 2. Fatigue
 3. Recall
 4. Officers Call

Wednesday

- Requirement 3&4: *Sound the following bugle calls; & explain when each is used*
 1. Drill Call
 2. Retreat
 3. Call to Quarters
 4. Taps

Thursday

- Requirement 3&4: *Sound the following bugle calls; & explain when each is used*
 1. Church Call
 2. Swimming
 3. Fire Call
- Call for 2b assignment
- Explain requirement 6 to be completed at home: *Serve as bugler in your troop for three months.*

Friday



Bugling Merit Badge

Monday

- Requirement 1: *Give a brief history of the bugle.*

Bugles have been used for thousands of years; as your merit badge pamphlet indicates. A pair of long, straight bugles dating back over 3,000 years ago were found in King Tut's tomb! Other Biblical stories tell of signals sounded on ram's horns to signal the beginning of battles and even the exodus from Egypt. Napoleon, the famous French military leader even established a school for buglers, and had the calls written down so that they could be taught, learned, and used consistently throughout his armies. Bugles have been made from a variety of materials including animal horns such as rams, African kudu, conch shells, copper, brass, & even silver. In WWII, when brass became in short supply due to the heavy demand for shell casings, the US Army used plastic bugles. They come in a wide variety of size & shape.

Show: kudu, trench bugle, copper/brass w/pigtail, Amati clarion, US Regulation (M1890) or Boy Scout bugle.

- Requirement 2a: *Explain and demonstrate how the bugle makes sound, and explain how the bugle is related to other brass wind instruments.*

(Ask can anyone explain how sounds are made before giving the following)
As you all probably know, all sounds are made by vibrating objects; the vibrations cause waves in the air that surround it that move outward, like a pebble dropped in a still pond, that strike your ear drum and replicate the speed and intensity of the vibration and is translated by your brain into sound.

With the bugle, the sound is created by forcing air between your pursed lips so that they vibrate within the cup of the mouthpiece. You change the note played by changing the speed of the air you blow and your embouchure.

The embouchure is the shape, position, and adjustment of the lips, teeth, and tongue to the mouthpiece of the instrument. BSA Bugling MB Pamphlet

(Have each Scout demonstrate how to vibrate lips with & without a bugle mouthpiece)

(Ask for similarities & differences between the bugle and the trumpet, trombone, French horn, and tuba)

To the Colors is played when everyone has gathered for the raising or lowering of the flag.

Majestically but not too slow

The musical score consists of four staves of music in G major, 2/4 time. The first staff begins with a treble clef and a common time signature. The melody is composed of quarter and eighth notes. The second staff continues the melody. The third staff features a fermata over the first measure and a series of eighth-note runs. The fourth staff concludes the piece with a fermata over the final measure. The tempo instruction 'Majestically but not too slow' is positioned above the first staff.

Fatigue summons those who are to report for some type of work activity. Because it is rarely heard, its message might not be recognized unless your troop knows it well.



Recall signals that something under way should end. An example would be a game of Capture the Flag when everyone is scattered far and wide. An alternative call might be *Assembly*.



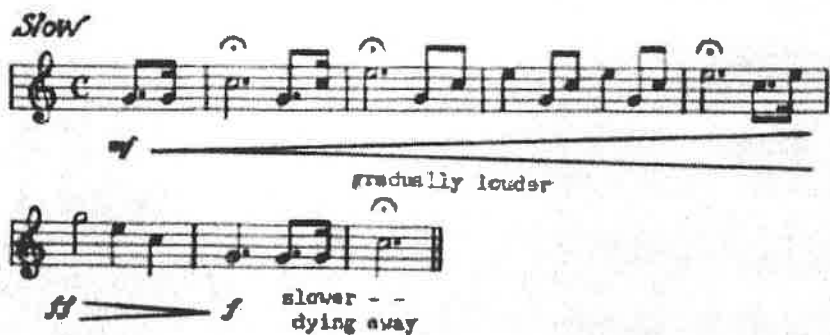
Officers would be played for a meeting of the troop leaders. It is so unfamiliar to most troops, you probably will not use it.



Call to Quarters signals that everyone should return to the place they will be sleeping. It will later be followed by *Taps*, at which time lights are turned off for sleeping.



Taps signals the end of the day when everyone is to go to sleep. It also is played at funerals.



Fire is an alarm that there is danger. This call is unique and will get almost anyone's attention.



♩ = 96

First Call



♩ = 152

Reveille



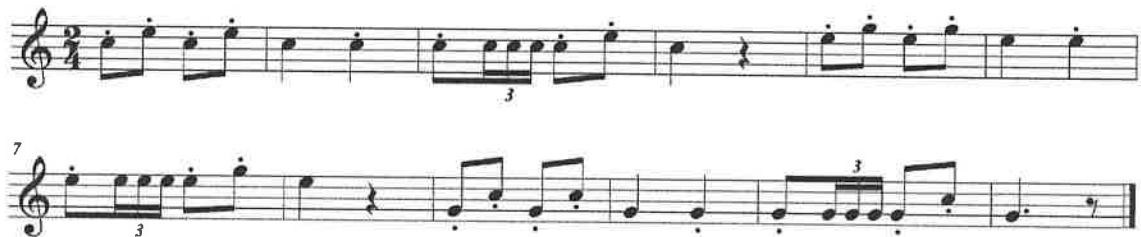
♩ = 200

Assembly



♩ = 152

Mess



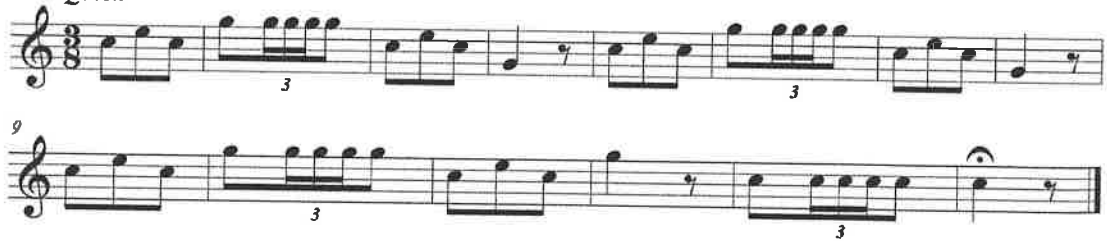
Drill Call

♩ = 144



Fatigue

Quick



Officer's Call



Recall



Church Call



Swimming Call

Musical notation for the Swimming Call, consisting of two staves. The first staff begins with a treble clef and a 6/8 time signature. The melody consists of eighth and quarter notes. The second staff starts with a measure number '5' and continues the melody with eighth and quarter notes, ending with a double bar line.

Fire Call

Musical notation for the Fire Call, consisting of two staves. The first staff begins with a treble clef and a common time signature. The tempo marking 'Quick' is placed above the first measure. The melody features eighth and quarter notes, with some notes marked with accents. The second staff starts with a measure number '6' and continues the melody, ending with a double bar line.

Retreat (Evening Colors)

Musical notation for the Retreat (Evening Colors), consisting of three staves. The first staff begins with a treble clef and a 2/4 time signature. The tempo marking '♩=96' is placed above the first measure. The melody consists of quarter and eighth notes. The second staff starts with a measure number '9' and continues the melody. The third staff starts with a measure number '17' and continues the melody, ending with a double bar line.

To The Colors

♩ = 132

Musical score for 'To The Colors' in common time (C). The piece is marked *f* (forte). It consists of three staves of music. The first staff begins with a treble clef and a common time signature. The second staff starts at measure 5 and includes the instruction 'Fine' above the staff. The third staff starts at measure 11 and includes the instruction 'D.C. al fine' above the staff. The music features a mix of eighth and sixteenth notes, with some triplets and accents.

Call To Quarters

Musical score for 'Call To Quarters' in common time (C). It consists of two staves of music. The first staff begins with a treble clef and a common time signature. The second staff starts at measure 6 and includes a triplet of eighth notes. The music features a mix of eighth and sixteenth notes, with some triplets and accents.

Taps

♩ = 40

Musical score for 'Taps' in common time (C). The piece is marked with a tempo of ♩ = 40. It consists of two staves of music. The first staff begins with a treble clef and a common time signature. The second staff starts at measure 5 and includes a half note with an accent. The music features a mix of eighth and sixteenth notes, with some half notes and accents.