

THE ENGLISH DUTY
for JOCELYN'S COMPANY,
1st BATTALION,
60th REGIMENT of FOOT



This Manual is intended to set a standard amongst all Regular English Line Regiments, and in particular Jocelyn's Company, Royal Americans, and is a guideline for conducting music during Parade, Garrison, camp, and Battle evolutions. The following Music was transcribed from the Manual set forth by Samuel Potter, Drum Major of the Guards. Completed in 1815, this is one of the earliest printed English manuals known. As common as this Music was in the Army of the time, manuals weren't often written but passed from man to man. The date happens to be the time this music was actually printed and reflects little change over the course of the prior seventy years. It is intended that this information be used until better documentation is presented.

It is recommended that the following Schedule be followed for the days' routine:

Time	Drum Call	Performed By	Response of Troops
6:30	Taps	D.D.	
7:00	Drummers Call	D.D.	Troops rouse in Camp. F.M.
7:15	Reveille	F.M., under D.M., march through Regt'l Streets	assembles on Parade Ground. Troops answer to Roll Call. Sentries cease to Challenge.
8:00	Pioneers Call Wood and Water Call, as Req'd	D.D.	Troops form Fatigue Details & prepare Breakfast.
8:30	Surgeons Call, or Church Call	D.D.	All sick to Surgeon.
8:45	Drummers Call	D.D.	F.M. to Parade Ground. Preparation of the Guard.
9:00	Assembly (Raising of the Troop)	F.M., under D.M.	Troops assemble in camp. Troops march to Parade.
	• 1st Sgts. Call	D.M.	1st Sgts. take Roll Call. Command: "Beat 1st Sgts."
	• Adjutants Call	D.M.	1st Sgts. report to Sgt.Maj. Command: "Beat the Adjutant." Daily: Officer of Day reports. Special Events: All Officers. Sgt.Maj. gives report.
-Regt. Majors, Sgt. Major, & Officer of the Day inspect Guard & Troops-			
	• Appropriate Quickstep	D.D. & Guard	Guard marches to Guardhouse, then to Patrol. D.D. to Gdhse.
	• English Troop Save the King	F.M. & Troops	Company Cdrs. take charge of respective Companies.
11:30	Roast Beef	D.D.	Troops prepare Mid-day meal.
12:15	Pioneers Call Wood and Water Call, as Req'd	D.D.	Troops form Fatigue Details.
12:45	Drummers Call	D.D.	F.M. to Parade Ground.

10	Assembly (Raising of the Troop)	F.M., under D.M.	Troops assemble in camp. Troops march to Parade.
•	1st Sgts. Call	D.M.	1st Sgts. take Roll Call. Command: "Beat 1st Sgts."
•	Adjutants Call	D.M.	1st Sgts. report to Sgt.Maj. Command: "Beat the Adjutant." Regiment Colonel & staff arrive on Parade. Sgt.Maj. gives report.
•	Drummers Call	D.M. forms Music on Right of Regt.	Command: "Beat Drummers Call."
•	Duke of York's Troop	F.M. & Color Gd.	Color Gd. & F.M. march to Cols. Qtrs. & Presents Arms.
•	1st Half of God Save the King	F.M. & Color Gd.	After Music is Completed, Color Gd. recovers Colors.
•	Grenadiers' March, w/Rolls	F.M. & Color Gd.	Color Gd. & Music march to Left of Regt. & Halts.
•	_____	Sgt. Major	Command: "To the, LEFT/ A Flam is Given."
•	Entire God Save The King	F.M.	Regt. comes to Present.
•	_____	D.M.	Command: "To the Right as you, WERE/ A Flam is given."
•	Grenadiers' March, w/Drags	F.M. & Color Gd.	Color Gd. & Music march to Right of Regt. & Halts.

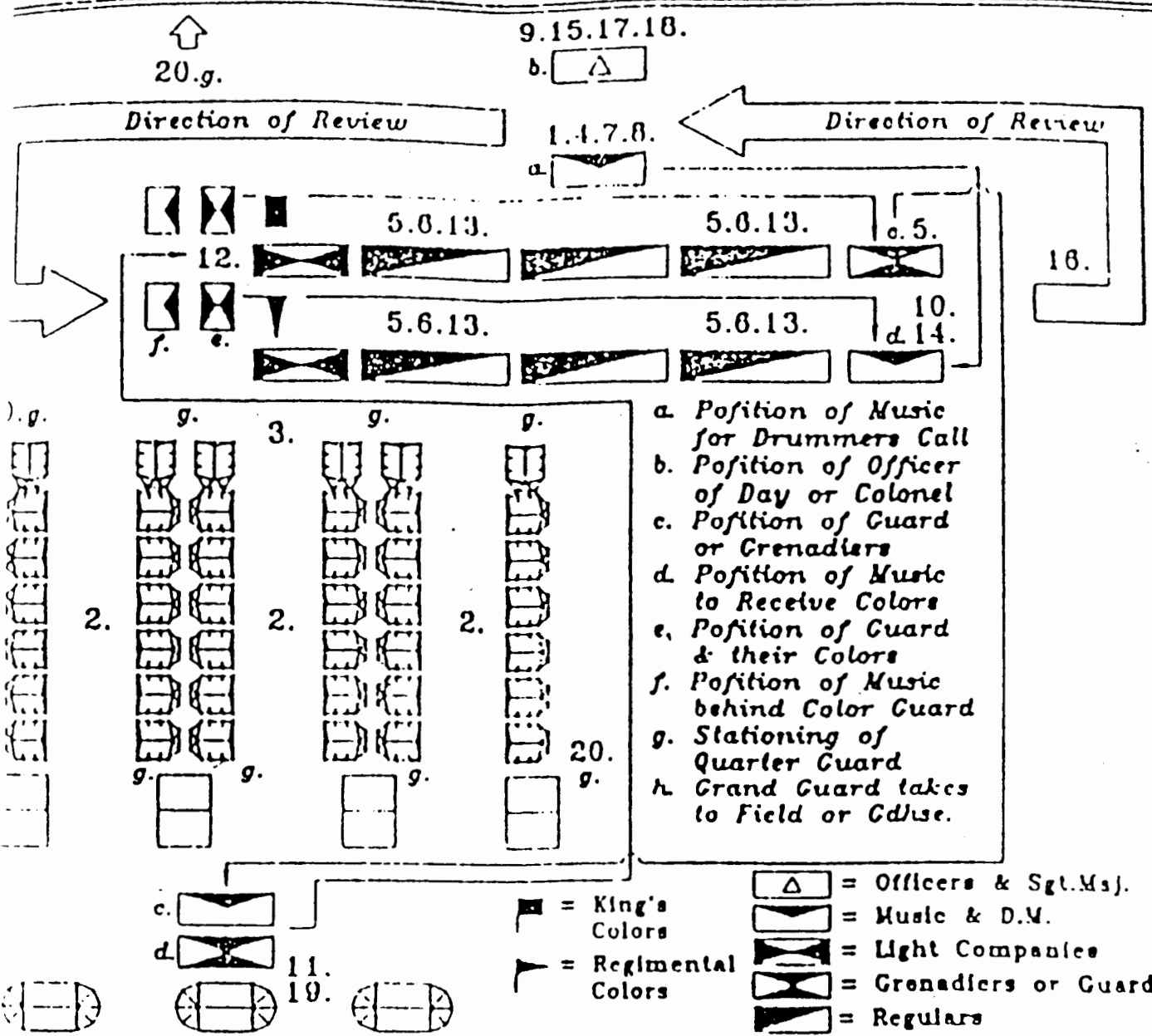
Colonel & Staff conduct Inspection; Sgt.Maj. conducts Manual of Arms-

•	Regtl. March	F.M.	Played while Troops are being Inspected.
•	Long March	Entire Regt.	Troops pass Colonel in Review.
•	English Troop	F.M., under D.M.,	Company Commanders take charge of respective companies & dispose of troops as per Colonels orders.
10:00	Roast Beef	D.D.	Troops prepare Mid-day meal.
10:15	Pioneers' Call	D.D.	Troops form Fatigue details.
	Food & Water Call, as req'd		
Fore infet	Drummers Call	D.D.	F.M. to Parade Ground.
ound infet	Retreat	F.M. under D.M.	Troops fall out for Roll Call. Sentries start Challenging.
9:00 or 0:00	Tattoo	F.M. under D.M.	Troops restricted to Quarters.

Thus Ends The English Duty.

Legend: D.M.: Drum Major D.D.: Duty Drummer F.M.: Field Music
• : To be played as soon as previous Evolution is Completed.

Disposition of Troops on Parade



- a. Position of Music for Drummers Call
- b. Position of Officer of Day or Colonel
- c. Position of Guard or Grenadiers
- d. Position of Music to Receive Colors
- e. Position of Guard & their Colors
- f. Position of Music behind Color Guard
- g. Stationing of Quarter Guard
- h. Grand Guard takes to Field or Cd/ise.

Procedure for the Parade & Mounting of the Guard

<p>Drummers Call Played Troops Muster in Camp Guard Assembled Assembly Played Troops march to Parade Guard forms to Right 1st Sgts. take Roll. Sgt. Major presides 1st Sgts. Call Played 1st Sgts. report to Sgt.Maj Adjutants Call Played Officer of Day, or Colonel arrives on Parade. Sgt.Maj. delivers report Drum Maj. forms with Guard & plays Drummers Call; Music falls in</p>	<p>11. Guard & Music march to Col. Qtrs., gives salute, & recovers Colors 12. Guard & Music return to Parade & halt on Left 13. Troops face left & Present arms. Music plays God Save the King 14. Guard & Music march through Regt & halt on Right 15. O.O.D. or Colonel Inspect Troops & Guard 16. Regt. Passes in Review</p>	<p>17. If satisfied, Col. permits Dismissal of Troops 18. Only after Col. has left Parade may the Sgt.Maj. & 1st Sgts. dispose of Troops per Col. orders 19. Guard escorts Colors to Col. lodging 20. Guard is sent to designated duties</p>
<p>Omit necessary steps to conduct either Morning or Afternoon Parades.</p>		

THE ENGLISH DUTY

The Morning Calls

X = R
• = L

Taps

Musical notation for Taps in 2/4 time, featuring a series of quarter notes with rests, marked with X (Right) and • (Left) above the notes.

Drummers Call (at each rest, raise arms smartly)

Musical notation for Drummers Call in 5/4 time, with drum notation (RR, LL, R, L, R) below the notes.

Reveille

(10 2nd time)

Musical notation for Reveille Part 1 in 2/4 time, with fingering numbers (11, 5, 5, 11, 5, 5, 11, 5, 5, 5, 5, 5, 11) above the notes.

Musical notation for Reveille Part 2 in 2/4 time, with fingering numbers (10, 5, 5, 10, 5, 5, 11, 5, 5, 5, 6, 6, 5, 10) above the notes.

Musical notation for Reveille Part 3 in 2/4 time, with fingering numbers (10, 10, 11, 5, 5, 10, 5, 5, 5, 5, 6, 6, 10) above the notes.

Pioneers Call

D.S. at fine

Musical notation for Pioneers Call in 6/8 time, with a 'fine' marking above the notes.

Surgeons Call or Church Call

Part A

Doublings 1

Musical notation for Surgeons Call Part A in 4/4 time, including Doublings 1 and a 'Play Part A' instruction.

Doublings 2

Musical notation for Surgeons Call Doublings 2 in 4/4 time, including a 'Play Part A' instruction and Doublings 1.

Doublings 3

Musical notation for Surgeons Call Doublings 3 in 4/4 time, including a '(2)' marking above the notes.

The Grenadiers' March, with Rolls

$J=60$

Two staves of music in 4/4 time. The first staff has a tempo marking of $J=60$. Both staves feature a series of eighth-note rolls, with some notes marked with a '10' above them. The music is written in bass clef.

The Grenadiers' March, with Drags

$J=90$

Two staves of music in 4/4 time. The first staff has a tempo marking of $J=90$. The music consists of eighth-note drags. The first staff has a '7' above the first note, and the second staff has '7' above the first two notes. The music is written in bass clef.

A Fancy Troop

$J=60$

Three staves of music in 3/4 time. The first staff has a tempo marking of $J=60$ and a treble clef. The music features eighth-note patterns with '7' above some notes. The second and third staves are in bass clef. The piece concludes with the instruction 'D.S. al Fine'.

A Quick Step, from Exeter's Manual

$J=90$

Two staves of music in 6/8 time. The first staff has a tempo marking of $J=90$. The music features eighth-note patterns with '9' above some notes. The music is written in bass clef.

The English Troop

Two staves of musical notation in 2/4 time, tempo J=60. The first staff begins with a treble clef and a double bar line, followed by a series of eighth and sixteenth notes with '7' above some notes. The second staff continues the melody in the same style.

A Quick Step, used for Roast Beef

One staff of musical notation in 6/8 time, tempo J=90. The melody consists of eighth and sixteenth notes with '7' and '3' above some notes.

The Afternoon Calls

The Order and content of these Calls are similar to the Morning Calls.

The Evening Calls

Retreat

Two staves of musical notation in 3/4 time, tempo J=60. The first staff is labeled '1st part' and '17 17 17' above it. The second staff is labeled '2nd part' and '17 17 17' above it. The main melody is in the bass clef, with 'all drums' and '1st drums' labels. The '2nd drums' part is shown below the main melody.

Tattoo

Two staves of musical notation in 6/8 time, tempo J=90. The first staff is labeled '1st part' and '17 17 17' above it, with 'open' below it. The second staff is labeled '2nd part' and '17 17 17' above it. The main melody is in the bass clef, with 'Singlings' and 'Doublings' labels. A '3' above a note indicates a triplet.

THUS ENDS THE ENGLISH DUTY