

BUGLING MERIT BADGE WORKBOOK

This Scoutmaster Bucky Merit Badge Workbook is based off the current *Scouts BSA Requirements*.

Consider also using the Bugling merit badge class preparation page for clarification and expectations when participating in a Scoutmaster Bucky merit badge opportunity ([online](#) or [in-person](#)).

<https://scoutmasterbucky.com/merit-badges/bugling/>

Scout's
Name:

REQUIREMENT 1: Give a brief history of the bugle.

REQUIREMENT 2: Do the following:

REQUIREMENT 2 A: Explain and demonstrate how the bugle makes sound, and explain how the bugle is related to other brass wind instruments.

How the bugle makes sound

How the bugle is related to other brass wind instruments

REQUIREMENT 2 B: Compose a bugle call for your troop or patrol to signal a common group activity, such as assembling for mealtime or striking a campsite. Play the call that you have composed before your unit or patrol.



REQUIREMENT 3: Sound 10 of the following bugle calls: “First Call,” “Reveille,” “Assembly,” “Mess,” “Drill,” “Fatigue,” “Officers,” “Recall,” “Church,” “Swimming,” “Fire,” “Retreat,” “To the Colors,” “Call to Quarters,” and “Taps.”

| | | |
|--|---|-----------------------------------|
| <input type="checkbox"/> First Call | <input type="checkbox"/> Reveille | <input type="checkbox"/> Assembly |
| <input type="checkbox"/> Mess | <input type="checkbox"/> Drill | <input type="checkbox"/> Fatigue |
| <input type="checkbox"/> Officers | <input type="checkbox"/> Recall | <input type="checkbox"/> Church |
| <input type="checkbox"/> Swimming | <input type="checkbox"/> Fire | <input type="checkbox"/> Retreat |
| <input type="checkbox"/> To the Colors | <input type="checkbox"/> Call to Quarters | <input type="checkbox"/> Taps |

First Call

♩. = 96



[Listen to First Call](#)

Reveille

♩ = 152



[Listen to Reveille](#)

Assembly

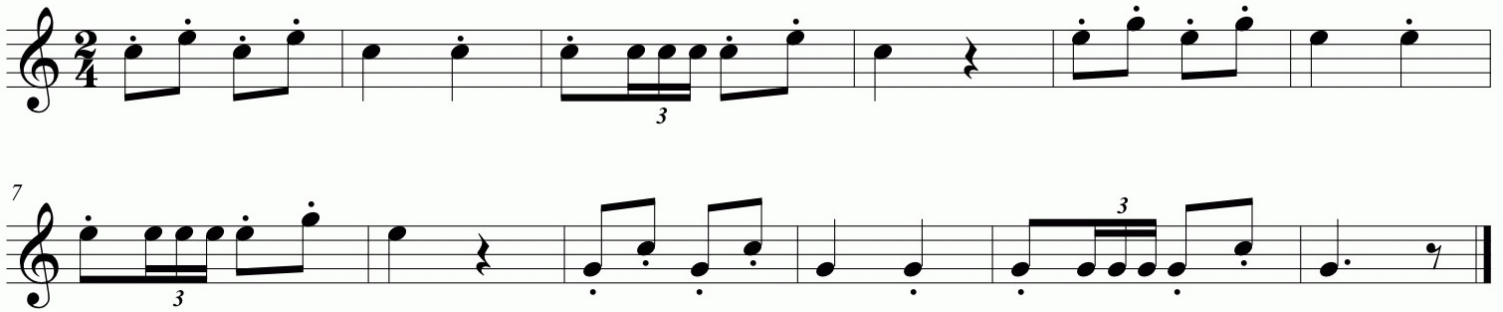
♩ = 200



[Listen to Assembly](#)

Mess

♩ = 152



[Listen to Mess](#)

Drill Call

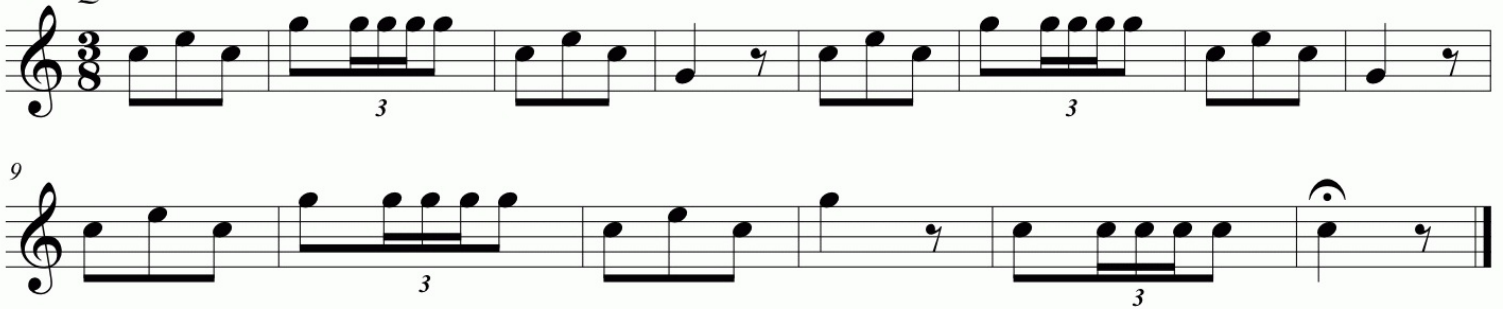
♩ = 144



[Listen to Drill Call](#)

Fatigue

Quick



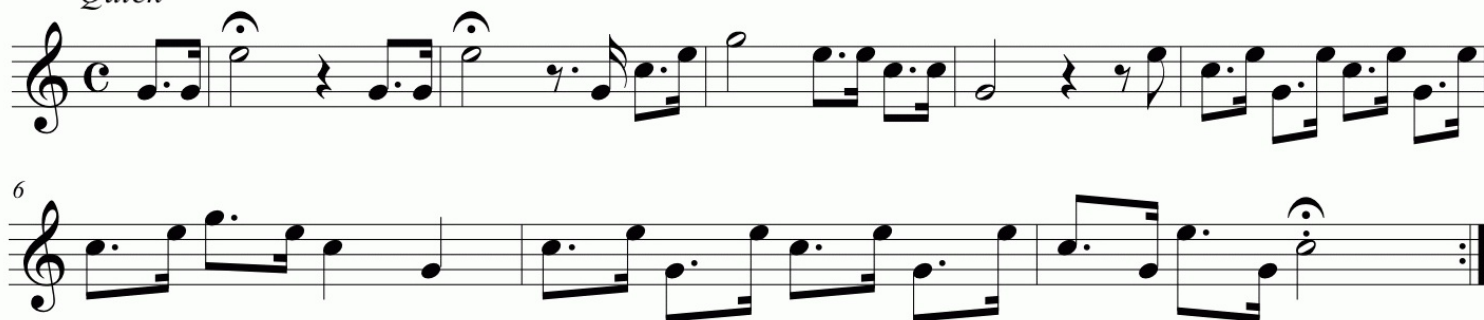
[Listen to Fatigue](#)

The first staff of music is written in treble clef with a 2/4 time signature. It begins with a quarter rest, followed by a quarter note G4. The next measure contains a triplet of eighth notes (A4, B4, C5) followed by a quarter note G4. The third measure contains a quarter note G4, a quarter note A4, and a quarter note B4. The fourth measure contains a quarter note G4, a quarter note A4, and a quarter note B4. The fifth measure contains a quarter note G4, a quarter note A4, and a quarter note B4. The sixth measure contains a quarter note G4, a quarter note A4, and a quarter note B4. The seventh measure contains a quarter note G4, a quarter note A4, and a quarter note B4. The eighth measure contains a quarter note G4, a quarter note A4, and a quarter note B4. The piece ends with a double bar line.

Listen to Church Call

Fire Call

Quick



[Listen to Fire Call](#)

Retreat (Evening Colors)

$\text{♩} = 96$



[Listen to Retreat \(Evening Colors\)](#)

To The Colors

♩ = 132

Musical score for 'To The Colors' in common time (C). The score consists of three staves. The first staff begins with a treble clef, a common time signature, and a dynamic marking of *f* (forte). It contains 10 measures of music. The second staff starts at measure 5 and contains 7 measures, ending with a 'Fine' marking. The third staff starts at measure 11 and contains 6 measures, ending with a 'D.C. al fine' marking. The music features various rhythmic patterns, including eighth and sixteenth notes, and rests.

[Listen to To The Colors](#)

Call To Quarters

Musical score for 'Call To Quarters' in common time (C). The score consists of two staves. The first staff begins with a treble clef, a common time signature, and contains 10 measures of music. The second staff starts at measure 6 and contains 6 measures, ending with a double bar line. The music features various rhythmic patterns, including eighth and sixteenth notes, and rests. There are triplets indicated by the number '3' under some groups of notes.

[Listen to Call To Quarters](#)

REQUIREMENT 4: Explain the use of each of the calls you performed.

First Call

Revelle

Assembly

Mess

Drill

Fatigue

Officers

Recall

Church

Swimming

Fire

Retreat

To the Colors

Call to Quarters

Tap

REQUIREMENT 5: Explain how to care for, clean, and maintain a bugle.

REQUIREMENT 6: Serve as bugler in your troop for three months.*

* NOTE: A bugle, trumpet, or cornet may be used to meet these requirements.

Adult Scout Leader Name

Phone

Adult Scout Leader Signature

Date



Approved