

2024 Edition



### **Expectations**

Active interaction/participation is expected and mandatory. Share in your own words – avoid reading your answers. Pay attention to the action verbs. Bring proof of completion (even partially completed work)





### Things to Remember to Bring

- 1. Your BSA ID# and / or your Merit Badge Blue Card properly filled out and signed off by your Scout Leader
- 2. Music and Bugling Merit Badge Pamphlet
- Scout Uniform
- 4. Your bugle, trumpet, or coronet
- 5. Supporting documentation or project work pertinent to this merit badge which may also include a Merit Badge Workbook for reference with notes.
- 6. A positive Scouting focus and attitude

### **Requirements Insights**

#### Req Expectation(s)

• This requirement will be completed during the class.

You will be able to successfully complete this requirement providing you are able to make sound with your horn.

- 2a
- 2a requirement will be completed during the class.
- 2b will have time allotted for Scouts who have prepared for this component to share their work.
- Successfully fulfilling this requirement during the class is contingent upon being able to sound 10 of the listed 3 bugle calls in a recognizable manner.
  - Be prepared to play your choice of 10 bugle calls from the list in Requirement 3.
- You will be able to successfully complete this requirement during the class if you have prepared ahead of time. 4
  - Be prepared to explain what each bugle call is used for
- 5 • This requirement will be completed as a part of the class.
- 6 To successfully complete this requirement, it is necessary to have suitable proof of completion.





# **BUGLING MERIT BADGE WORKBOOK REQUIREMENT 1:** Give a brief history of the bugle. Notes: **REQUIREMENT 2a:** Explain and demonstrate how the bugle makes sound. Be sure to review the merit badge pamphlet for preparation information on this requirement. This requirement must be reviewed with your merit badge counselor. Be sure to bring any work you have done in preparation to share with your merit badge counselor. Notes:



REQUIREMENT 2a:	Explain now the bugie is related to other brass wind instruments.
Notes:	
DECLUDEMENT 2b.	Command a humb call for your trace or natrol to signal a comman group activity and a
REQUIREMENT 2b:	Compose a bugle call for your troop or patrol to signal a common group activity, such as
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed
REQUIREMENT 2b:	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 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed before your unit or patrol.
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed before your unit or patrol.
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed before your unit or patrol.
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed before your unit or patrol.
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed before your unit or patrol.
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed before your unit or patrol.
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed before your unit or patrol.
REQUIREMENT 2b:	assembling for mealtime or striking a campsite. Play the call that you have composed before your unit or patrol.
REQUIREMENT 2b:	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:

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

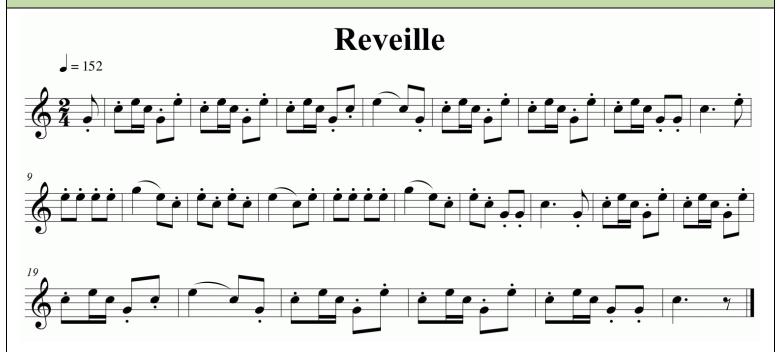
FIRST CALL



**CLICK HERE TO LISTEN TO FIRST CALL** 

How is this call used?

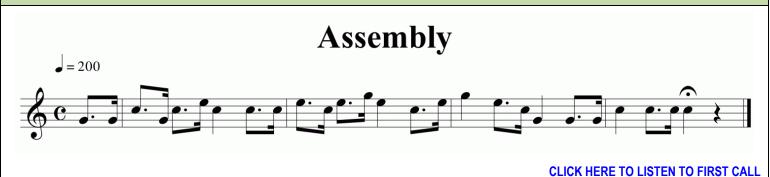
### REVEILLE



**CLICK HERE TO LISTEN TO FIRST CALL** 



#### **ASSEMBLY**



How is this call used?

#### **MESS**









**CLICK HERE TO LISTEN TO FIRST CALL** 

How is this call used?

### **FATIGUE**



**CLICK HERE TO LISTEN TO FIRST CALL** 



#### OFFICER'S CALL

### Officer's Call



**CLICK HERE TO LISTEN TO FIRST CALL** 

How is this call used?

### **RECALL**

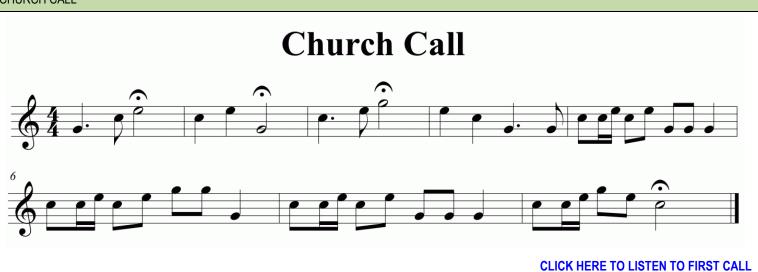
### Recall



**CLICK HERE TO LISTEN TO FIRST CALL** 



### CHURCH CALL



How is this call used?

### **SWIMMING CALL**



**CLICK HERE TO LISTEN TO FIRST CALL** 







CLICK HERE TO LISTEN TO FIRST CALL

How is this call used?

### RETREAT (EVENING COLORS)

## **Retreat (Evening Colors)**



**CLICK HERE TO LISTEN TO FIRST CALL** 



# J= 132 To The Colors







**CLICK HERE TO LISTEN TO FIRST CALL** 

How is this call used?

### FIRST CALL

### **Call To Quarters**



**CLICK HERE TO LISTEN TO FIRST CALL** 





•
TAPS
Taps  CLICK HERE TO LISTEN TO FIRST CALL
How is this call used?
REQUIREMENT 6: Serve as bugler in your troop for three months.
This requirement must be reviewed with your merit badge counselor.  Have your Scoutmaster sign off to validate that you have fulfilled the required tenure as the Troop Bugler.
COUNSELOR APPROVAL: PERHAPS IMPLIED, THIS REQUIREMENT DOES NOT STATE THAT YOU NEED THE COUNSELOR'S APPROVAL AHEAD OF TIME TO RESEARCH AND PREPARE. PLEASE NOTE, AS WITH ANY REQUIREMENT, ACCEPTANCE IS AT THE DISCRETION AND SATISFACTION OF THE MERIT BADGE COUNSELOR.
Troop #: Date(s) served as Bugler:
Scoutmaster's Name Phone  Scoutmaster's Signature  Date  approved