



## BUGLE CALLS

Reveille:	Signals troops to awaken for morning roll call. Used to accompany raising of the National Colors. <a href="http://www.music.army.mil/music/buglecalls/reveille.asp">http://www.music.army.mil/music/buglecalls/reveille.asp</a>
First Call:	Sounds as a warning that personnel should prepare to assemble for a Formation <a href="http://www.music.army.mil/music/buglecalls/firstcall.asp">http://www.music.army.mil/music/buglecalls/firstcall.asp</a>
Assembly:	Signals troops to assemble at a designated place <a href="http://www.music.army.mil/music/buglecalls/assembly.asp">http://www.music.army.mil/music/buglecalls/assembly.asp</a>
Mess Call:	Signals meal time <a href="http://www.music.army.mil/music/buglecalls/messcall.asp">http://www.music.army.mil/music/buglecalls/messcall.asp</a>
To Arms:	Signals all troops to fall underarms at designated places without delay <a href="http://www.music.army.mil/music/buglecalls/toarms.asp">http://www.music.army.mil/music/buglecalls/toarms.asp</a>
Retreat:	Signals the end of the official day <a href="http://www.music.army.mil/music/buglecalls/retreat.asp">http://www.music.army.mil/music/buglecalls/retreat.asp</a>
Tattoo:	Signals that lights in all living quarters are to be extinguished and that all loud talking and other disturbances be discontinued in 15 minutes. <a href="http://www.music.army.mil/music/buglecalls/tattoo.asp">http://www.music.army.mil/music/buglecalls/tattoo.asp</a>
Taps:	Signals that all lights are to be extinguished. This is the last call of the day. The call is also sounded at the completion of a military funeral ceremony. <a href="http://www.music.army.mil/music/buglecalls/taps.asp">http://www.music.army.mil/music/buglecalls/taps.asp</a>