

BUGLE CALLS ON SHIPS.

How the Sailors of the Navy Are Musically Called to Duty.

On board a man-of-war the bugle and the boatswain's pipe are employed to avoid the noise and confusion of shouted orders. The boatswain's pipe is used chiefly for commands bearing on seamanship work. Its sounds are absolutely incomprehensible to a landsman, but every sailor understands them quite as well as he would understand words. Of course, even with the pipe the shouting of orders cannot be altogether abolished. For example, if the Captain desires to use his gig, he sends word to the Officer of the Deck, who in turn calls the boatswain's mate on watch and says:

"Call away the gig."

The boatswain's mate blows a long, shrill blast on his pipe and shouts:
"Away gig!"

This process is changed when the bugle is used. Then the Officer of the Deck commands the bugler to call away the gig, and that functionary plays the call marked in the illustrations "Gig." The boatswain's pipe is used when all hands are called to moor or unmoor ship, and when the work is completed the boatswain "pipes down," which means that he blows a pipe which permits those not actually at work to go below. It is a dismissal of all hands from the work for which they were summoned. When, however, all hands are called to their stations for a duty connected with the fighting business of the vessel, the bugle is employed. For instance, at 9:30 every morning all hands are called to quarters and inspected at their stations. After this the usual morning drill begins. For this purpose the bugler sounds, at 9:25, either the music marked "Trumpeter's call," or another known to officers as "Put on swords." At 9:30 he blows "Quarters for

inspection, which, it will be seen at a glance, is the call known to soldiers as the "assembly." The call marked "General quarters" is used when the men are summoned to man guns, open magazines, and make all the other preparations for a fight. The call marked "Dismiss" is heard when the crew is dismissed from any duty of this kind. It corresponds to "pipe down;" but is seldom used after a seamanship job.

The "battalion drill" call's purpose is explained by its name. "Silence" is the same as the military call "Attention," and is used for the same purpose at drills on board-ship. The "trumpeters' call" is used as has already been explained, and in general as a warning five minutes before any important routine call of a general nature. "Clean bright work" is heard after breakfast, when all hands are set to work polishing up the vessel's brass gear. The next call signifies that the time for this labor has expired. "Sick call" is heard in the morning at the hour when the ship's surgeon is ready to receive sick men.

"Muster boats' crews" is a general call summoning the crews of all boats, from the big sailing launch down to the second dinghy. "Man and arm boats" is used when boats are to leave the ship for fighting business. "Hook on boats" is a bugle call heard when all the boats in the water are to be hoisted, as when a vessel is preparing to go to sea. "Boats' falls" summons the men to man the tackles called "falls" by which the boats are hoisted. The hooking-on process consists in getting the boats under their davits and hooking the heavy hook blocks of the falls into the eye-bolts in the boats. The boats are then ready for hoisting, and "boats' falls" naturally follows. When a single boat is to be hoisted the boatswain's pipe is used.

The calls marked "Boats' calls" are used when the crews of particular boats are to be summoned. For instance, if the first cutter is to be sent away, the bugler blows the cutter call and at the end of it blows a single detached G. If the second cutter is wanted he blows two G's. If the first, second, and third cutters are required, he blows first one, then two, then three G's. The same plan is followed with all the other calls. As soon as the call for any boat is heard, its crew goes to it immediately and mans it if it is in the water, or lowers it if it is at the davits.

QUARTERS FOR INSPECTION. Mod.



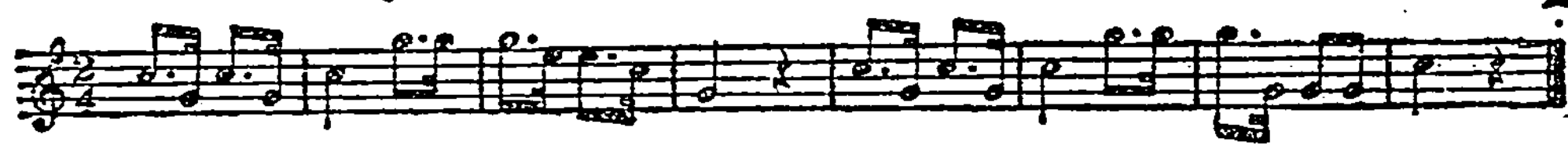
GENERAL QUARTERS Quick



BATTALION DRILL Quick.



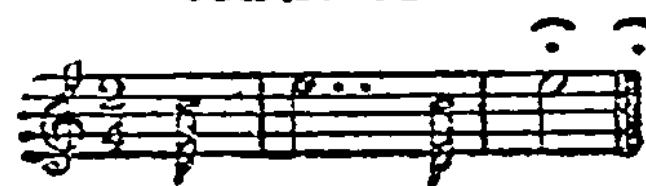
SECURE Quick.



DISMISS Quick



SILENCE Slow.



TRUMPETERS CALL. Quick.



CLEAN AND BRIGHT WORK Mod



PUT UP CLEANING GEAR Mod



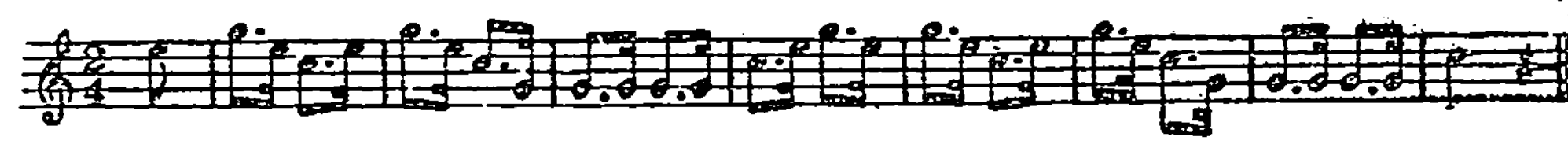
SICK CALL Quick



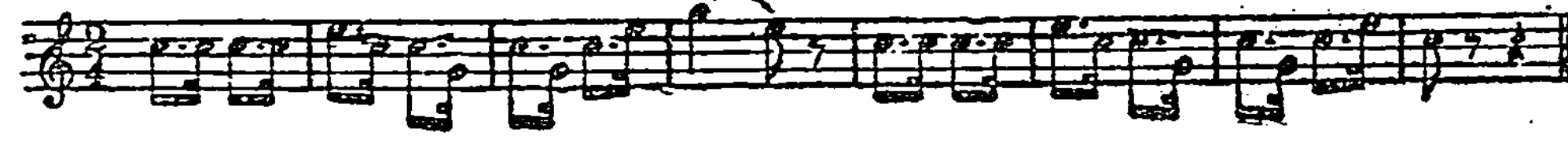
MUSTER BOATS' CREWS. Quick.



MAN AND ARM BOATS. Quick.



HOOK ON BOATS. Mod.

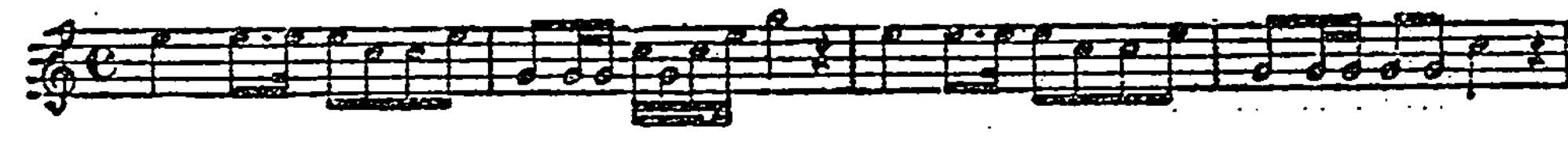


BOATS' FALLS.



BOATS' CALLS.

LAUNCHES.



CUTTERS.



WHALE BOAT.



BARGE.



GIG.



DINGHY



If there be more than one boat of a kind, its number is indicated by the proper number of G's, preceding and following the main call.