



2014

USV Fife and Drum Manual

Standards, Policies and Regulations



Matthew Marine

PRINCIPAL MUSICIAN, 2ND REGIMENT USV, 8TH NJ VOLS.
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Introduction

This document was prepared by Matthew Marine, Principal Musician, by order of 2nd Regiment Commander Chuck Young and the President of the USV, Darrell Markijohn. It has also been endorsed by current & retiring USV Principal Musician Les Salsbury at the time of this writing.

This document is current as of **Tuesday, November 12, 2013**, however, please check with USV Command Staff to obtain the latest version. Changes to this document can be made without warning or notification. These policies, procedures and level systems may change without notice.

History

Field musicians represented the communications network of the Civil War army, not the "entertainment" - that was the job of the "band." Ideally, during the war, each company in an infantry regiment had a drummer and a fifer. A regiment usually had at least one bugler. Buglers were assigned at the brigade as well as division levels. The buglers would send orders through the levels of command, and ultimately, the fifers and drummers would relay the signals to the men in the companies.

Responsibility

The trend in reenacting has been toward increasing authenticity, and musicians have a responsibility to contribute to the growth of this trend. The days of showing up at a reenactment and playing a few tunes here and there are over. Officers are beginning to realize the "power of music" and its ability, in the most authentic manner possible, to help improve coordination and communication at reenactment events. Only by establishing and adhering to high standards can musicians be expected to continue gain respect in the hobby.

Role

While there is little documented evidence to support it, field music was used in battle as well, as the amplified voice of command, to reinforce verbal orders, to transmit signals, to maneuver battle lines and skirmishers, and to maintain the soldiers' morale.

The goal of the USV Field Music, during battle, is to be that amplified voice of command.

Contact Information

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Goal

The goal of the USV Field Music program is to quickly and progressively increase the overall competency of the USV Field Music. There has been a tendency, in disorganized field music, to learn random tunes or duties. This leaves leadership with musicians who know many, but different repertoires.

By providing structured learning objectives, the USV Field Music can grow and excel by learning the same music and, over the course of the program, allows music leadership to be able to call tunes based on the minimum level of the musicians present. By maintaining a high level of competency and structure, the USV Field Music will continue to gain respect in the reenacting hobby.

Minimum Requirements

Per USV guidelines, no musician may enter the battlefield under the age of **12**. Documentation (copy of birth certificate) may be requested to verify age. Lack of documentation may prohibit participation. There are no exceptions on age requirements as this is a USV policy. If over the age of 12, the musician must be a "functional musician" in order to participate as part of the field music.

A functional musician is defined as being able to minimally participate in marching and playing music to the satisfaction of the USV Command Staff and Principal Musician. Those who fail to meet minimal requirements may not be eligible to participate in performance-based events.

A "Functional Musician" is also required to be at least a **Level 1** at their respective instrument (detailed in the specific sections below). This provides the field music with musicians that can play a minimum number of tunes, duties, and cadences that will allow the field music leadership to march troops appropriately and perform in-camp duties. Any member who has yet to take a **Level 1** assessment may not participate in performance based events at reenactments. These include, but are not limited to:

- ❖ Reveille
- ❖ Field Music Drill and Dress parade
- ❖ Marching troops onto, during and back from battle
- ❖ Special music engagements and invite only practices, at the discretion of the Principal Musician

If a musician has not yet taken a **Level 1** assessment, they are **still welcomed and encouraged to participate** in the following:

- ❖ In camp practices and drills
- ❖ Jam sessions
- ❖ One-on-one instruction
- ❖ Any other extent possible that is not a performance based event

All other levels are expected to participate in daily events and help in instruction of lower levels where possible. It is the responsibility of all levels to help increase the proficiency of the entire field music program whenever possible.

We welcome anyone who is genuinely interested in learning the music needed to support the Civil War impression as a field musician. Experience is not necessary and we are happy to help any interested musician. However, this group is not intended to be a "holding bin" for those too young to carry a rifle.

If you don't know it, don't play at all. USV Field Music musicians that do not know a tune or duty call should stand at attention (if in place) or march with their sticks or fife under their arm (if marching) until the tune is over and a new cadence has begun.

Uniforms

Reenactors are required to maintain a period-correct appearance at any and all events. To do this, there are several required pieces of equipment that make up the "bear minimums" to participate with the USV Field Music. Uniforms worn should be typical Eastern Federal impression. Frock coats are encouraged for dress occasions, as are dressed Hardy hats, sashes, swords, scales and white gloves.

Fatigues will likely be worn during battles. Please, only a minimum of hat brass (no regiment, company or corps designation unless you know in advance where you will be assigned). Instruments should be authentic reproductions and period correct. **No sutler bugles or modern percussion equipment.**

- ❖ **Period-correct shoes.** No black sneakers or modern footwear permitted. **Brogans** are the preferred footwear for field musicians.
- ❖ **Wool socks.** When excessive heat advisories are present, this may be substituted for "tube" or long length, cotton socks.
- ❖ **Kersey, sky blue, wool pants.** No jean/denim material. No officer stripes.
- ❖ **Frock or sack coat.** Shell jackets should be avoided where possible. **No rank chevrons should be present without written consent from the Principal Musician or USV Command Staff**
- ❖ **Bummer or kepi hat.** Hardee hats are acceptable but should be reserved for special, dress occasions
- ❖ **Canteen.** This is not an encouragement, this is a requirement. Recommended to be sky blue in color if buying new and must be full of water prior to the start of any event or performance
- ❖ **Belt.** Should have a "Musician's", NCO or "US" buckle
- ❖ **Haversack.** Black tarred haversack strongly encouraged. (Not required for all performances)
- ❖ **Stick Holder or Fife Case**
- ❖ **Period-correct instrument.** Level 1 and higher should obtain a **Model F** or **Peeler** fife. Drummers are recommended to purchase Cooperman, Florence, or similar quality drums.

Fifes and/or drums that are not tuned or have a poor sound may be rejected from participation in events.

General Reenacting Rules and Guidelines

- ❖ MUST carry a canteen filled with water at all times.
- ❖ Haversacks should be carried and should contain a period writing instrument and ledger book.
- ❖ Do not wear uniforms, insignia, or trim from services other than Infantry, nor any officer accoutrements.
- ❖ Do not wear modern sunglasses, wristwatches, headphones or carry iPods/iPads.
- ❖ Maximum effort must be made to hide modern equipment and clothing from the public, such as cameras, cell phones, etc.
- ❖ **Turn off your cell phones or put them on silent mode. Do not make calls during battles or living history.**
- ❖ Do not leave camp without permission from the Principle Musician. Free time is determined by event organizers and/or commanding officers.
- ❖ Attend all scheduled drills during re-enactments. When Infantry is drilling, musicians will either participate with them or will drill separately.
- ❖ Field musicians must have their instrument with them or accessible while on duty.
- ❖ Be present for camp duties – **even if you are not playing, you must be present.**
- ❖ Some camp duties require one drummer and one fifer. Attendance for these camp duties is determined by the Principle Musician.
- ❖ Principle Musician communicates call times to all musicians. Please be prepared and on time for calls. Use your ledger to record times so that you know when you are needed.
- ❖ **Musicians of any age do not carry firearms, cap pouches, cartridge boxes, or long knives of any kind at any event in which they are participating as musicians.**
- ❖ Conversely, members who want to be Infantry for an event, or portion of an event, will not wear their trimmed jackets and other music badges or equipment.
- ❖ **Firearms will NOT be used by musicians as it confuses our purpose on the field.**

Practicing

It is expected that all USV musicians regularly practice the music provided in this manual on a weekly basis. Once the rudiments, for drummers, or scales, for fifers, have been learned, a musician should be able to pick up a new tune or duty call every 2 weeks with sufficient practice. A musician should spend at least an hour a day, 3-4 days week practicing between events. **Playing only at events does not constitute practice.** Events should be considered **performances**. Every effort outside of a reenactment must be made to be prepared to play at the level that the musician has attained through this program.

While there are many available resources, both online and print, there are 3 primary manuals that the USV Field Music will refer to when training, practicing and performing.

❖ Bruce and Emmitt

- Available online (as of 11/12/2013) at <http://www.fifedrum.org/resources/music/be/>

❖ Col. H. C. Hart's New and Improved Instructor For The Drum

- Available online (as of 11/12/2013) at <http://www.fifedrum.org/resources/music/hart/>

❖ Howe's United States Regulation Drum and Fife Instructor

- Available online (as of 11/12/2013) at http://www.nationalcivilwarbrassmusic.org/NCWFMS_Forms/Resources/Howes_Fife_and_Drum_Instructor.pdf
- To obtain a cleaned-up, new-looking copy of Howe's, please visit Ed Boyle's site <http://www.beafifer.com/howedrumandfifeinstructor.htm>

❖ Additional sheet music resources can be found at

- <http://www.nationalcivilwarbrassmusic.org/MusicalResources.html>
- <http://www.fifedrum.org/resources/music/>
- <http://www.vvfdc.org/sheetmusic.php>

The National Civil War Field Music School website is full of resources that are used during its annual event. It is strongly recommended that you follow that resource as much as possible to prepare for, and participate in, The National Civil War Field Music School.

<http://www.nationalcivilwarfieldmusicschool.com/>

Contacts for the annual event are listed below

- ❖ Les Salsbury, School Director maryales@hotmail.com
- ❖ Donald Heminitz, Music Director dheminitz@gmail.com

Marching

It is expected that all functional musicians be able to march, with their instruments, in step, while playing for up to several miles per day during the course of a reenactment. Some events, such as parades, musters, and special engagements may require more or less marching. Any medical conditions that may prohibit the musician's ability to march long distances should be noted on the musician's contact sheet.

Outside Instruction

Parents and/or guardians are encouraged to find outside instruction to expedite the learning process where financially and logistically possible. A listing of regional instructors can be found in the "Jersey Blues Contacts" section of this document.

Assessments

Assessments ensure that the musicians present at events are capable of playing a certain repertoire for the USV Command Staff. Assessments promote rigorous studying, practicing, discipline and mastery of the music. Continued mastery promotes self-confidence and self-respect. Assessments consist of playing a specific level's requirements, without mistakes, in the presence of an authorized instructor or Principal Musician.

Assessments may occur at the following locations

- ❖ USV "Max Effort" Reenactments
- ❖ The National Field Music School (Only during downtime and if time permits, with School's permission)
- ❖ Privately by the Principal Musician or Annual USV Music Practice
- ❖ Privately by a Principal Musician/USV Staff approved instructor

During the assessment, each musician is required to play the predefined list of tunes, duties, and cadences

- ❖ Each musician may take time to play the list at his/her pace but must complete it within a predetermined amount of time
- ❖ Each musician can make a mistake ONCE on the tune, duty or cadence, but must replay the entire tune. The musician may skip the tune and come back if they prefer
- ❖ Failure to play the tune or duty after making a mistake is considered a failure of the assessment
- ❖ A Pass/Fail grading is used. There are no partial levels attainable.
- ❖ Failure of an exam will require a waiting period of at least 7 days
 1. This is required for the essence of time during reenactment weekends
 2. This provides the musician with ample time to continue develop their repertoire
 3. This time period can be adjusted up or down at the discretion of the Principal Musician

Successful completion of an assessment will increase the level of the musician, which will be documented and recorded in the "**USV Field Musician Manual**" kept at all USV "Max Effort" events.

In the event that a level's requirements are altered, a musician will have 90 days to reassess their level from the date the requirements are set. Level adjustments will be set and distributed to musicians at the National Field Music School as well as sent via email. This will allow musicians to learn the material ahead of time in order to prepare for the assessment. If a musician will not be attending an event within the 90 day period, special accommodations can be made. After 90 days, with no accommodations made, the level of the musician will decrease by 1 level for each 90 day period. At the PM's discretion, a musician who falls below their tested level, due to inactivity or lack of practice, may be required to reassess to reassume their level.

Level System

The USV Level System is fairly similar to the National Field Music School's level system. While there are some variations, the purpose of this system is to develop a musician over time, at his or her pace, to progressively become a master musician, capable of playing in-camp and on-the-march duties and responsibilities as they did during the Civil War. This system is designed to be completed in 36 months.

Rudiment Requirements Prior to Level 1

- Fifers must be able to play all notes and perform major scales of D, G and A (**2 Octaves**)
- Drummers must be able to play the 26 American Drumming Rudiments and play the "Long Roll"

Level 1

- Must be able to play the following tunes
 1. Battle Hymn of the Republic
 2. Rally Round the Flag
 3. Minstrel Boy
 4. Road to Boston
 5. Welcome Here Again
- Must be able to play the following duties
 1. Three Camps (Reveille)
 2. Slow Scotch (Reveille)
 3. Three Cheers
 4. The Doublings (Tattoo)
- **Drummers** must be able to play the following commands or cadences
 1. B&E Cadence #1
 2. B&E Cadence #3
 3. Army 2/4
 4. Army 6/8
 5. Drummer's Call – Scott's Tactics

Level 2

- Must be able to play the following tunes
 1. Old 1812
 2. Frog in the Well
 3. Jefferson and Liberty
 4. Garry Owen
 5. Old Dan Tucker
- Must be able to play the following duties
 1. The Austrian (Reveille)
 2. The Hessian (Reveille)
 3. Breakfast Call - Peas Upon a Trencher
 4. New Tatter Jack (Tattoo)
- **Drummers** must be able to play the following commands or cadences
 1. The Assembly
 2. Cease Firing
 3. Commence Firing
 4. Officer's Call
 5. Halt
 6. March in Retreat

Level 3

- Must be able to play the following tunes
 1. The Girl I Left Behind Me
 2. When Johnny Comes Marching Home
 3. Ed Kellogg's March
 4. Rakes of Mallow
 5. Sister's Jig
 6. Finnegan's Wake
 7. Wearing of the Green
- Must be able to play the following duties
 1. The Prussian (Reveille)
 2. The Dutch (Reveille)
 3. Pioneer's Call
 4. Dinner Call – Roast Beef
 5. My Lodgings on the Cold Ground (Tattoo)
- **Drummers** must be able to play the following commands or cadences
 1. Monumental 2/4
 2. B&E Cadence #8

Level 4

- Must be able to play the following tunes
 1. British Grenadiers
 2. The Harriott
 3. The Campbell's are Coming
 4. The Green Cockade
 5. Adam Bell's March
 6. St. Patrick's Day in the Morning
- Must be able to play the following duties
 1. Quick Scotch (Reveille)
 2. The Parley
 3. The Rogue's March
 4. Surgeon's Call
 5. Dog and Gun (Tattoo)
- **Drummers** must be able to play the following commands or cadences
 1. 1st Sergeant's Call
 2. Adjutant's Call
 3. Connecticut Half Time
 4. Double Quick Time
 5. Recall Detachment

Level 5 – End of Required Duty

- Must be able to play the following tunes
 1. First of September
 2. York Fusiliers
 3. Merry Men Home from the Grave
 4. Hail to the Chief
 5. Star Spangled Banner
 6. The Red, White and Blue
- Must be able to play the following duties
 1. The General
 2. Hart's Dead March #1
 3. To the Colors
 4. The Retreat
 5. The Assembly (Fife)
 6. Farewell to Whiskey (Tattoo)
 7. The Downfall of Paris (Tattoo)

Level 6 *

- Must be able to play the following tunes
 1. Kingdom Coming
 2. Paddy on a Handcar
 3. Marching Through Georgia
 4. The Irish Washerwoman
 5. Granny Does your Dog Bite
 6. Old Zip Coon
 7. Dixie - with the Walk Around
 8. The White Cockade
 9. Whup Jamboree
- **Drummers** must be able to play the following commands or cadences
 1. Crazy Army
 2. Drums and Guns

Level 7

- Must be able to play the following tunes
 1. Arkansas Traveler
 2. Balquhadder Lasses
 3. Hey Johnny Cope
 4. US March
 5. Colonel Robertson's Welcome
 6. Some Distance from Prussia
 7. Hell on the Wabash
 8. Squirrel Hunter's Quickstep
 9. The Black Watch

Level 8

- Must be able to play the following tunes
 1. Paddy O'Toole
 2. Washington's Artillery March
 3. King William
 4. Jaybird and the Fireman's Quickstep
 5. Soldier's Joy
 6. Empty Pockets
 7. Bidy Oats
 8. For McHenry's Quickstep
 9. No Party Quickstep

Level 9 *

- Must be able to play the following tunes
 1. Governor's Island
 2. Matthew's Hornpipe
 3. Sailor's Hornpipe
 4. Fisher's Hornpipe
 5. Bold Soldier Boy
 6. Wait for the Wagon
 7. Hohenfriedberger's Marsch
 8. Hanover Hornpipe
 9. Owl Creek

Level 10

- Must be able to play the following tunes
 1. Oyster River
 2. Liverpool
 3. Harem Scarem
 4. Three Little Drummers
 5. Montezuma
 6. Sole Leather Quickstep
 7. Hog Eye Man
 8. Devil's Dream
 9. Captain Mackintosh
 10. Bonaparte Crossing the Rhine

Successful completion of a Level 6, or higher, assessment of the USV Field Music program entitles the musician to apply for the rank of **Lead Drummer** or **Lead Fifer**.

Successful completion of a Level 9, or higher, assessment of the USV Field Music program entitles the musician to apply for the rank of **Drum Major** or **Fife Major**.

Performances and dress events may be limited to certain levels. Invitations to these performances are handed out to highest levels first. These performance levels will be determined prior to the event and only those who have achieved that level may participate. In this program, each level increase is dependent on thorough mastery of the previous level.

Reenactments

General Guidelines

As soon as a musician arrives at an event, they should report to USV headquarters and report in to the Principal Musician. If the Principal Musician is not present or otherwise unavailable, check-in should be made to the USV Command Staff. If a musician has not previously checked-in at any event that year, a “Contact and Medical” form must be filled out, filed and a level assessment scheduled. This form is filed into the “USV Field Musician Manual” which is kept at every USV “Max Effort” event. Those who do not check in may be unable to participate with the field music program until completed.

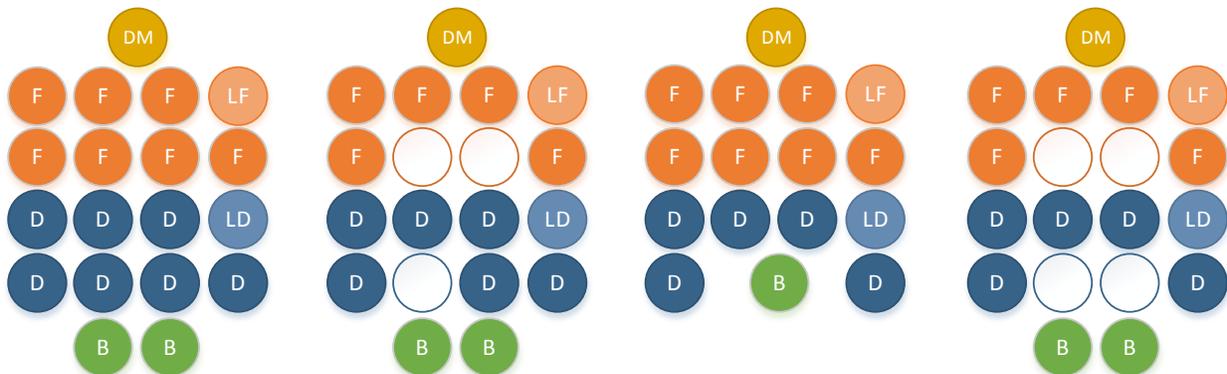
During the course of a weekend, several performances, practices and drills may be scheduled for the field musicians. Participation in any part of the weekend is contingent upon the musician’s participation in all scheduled duties, practices and drills. If a musician does not attend for a scheduled duty and has not notified the Principal Musician, the musician may be dismissed for all future performances and events.

It is the responsibility of each musician to keep track of the time and schedule for the day. Once determined, a copy of the weekend “Field Music Schedule” will be present at USV Command at all times. Drill will be conducted prior to any dress parade and will include the tunes being played, formation assignments, and timing for the performance. Participation in scheduled drill is **mandatory**.

For each performance at an event, a minimum level may be required to participate. Those who do not hold the minimum requirement, may not participate. Exceptions can be made if the musician knows all of the tune or duty requirements (even if they are part of a higher level not yet attained) for the event. However, in most cases, a minimum of level 1 must be held by the participating musician. Exceptions are made on a case-by-case basis by the Principal Musician, prior to the performance, at his/her discretion.

Formation Guidelines

Front lines, per section, should always be filled first, leaving the middle spots in the back-most rows empty. When two spots, or more, are empty in the back drummer row, the bass drummer should fill in the row. **DM** = Drum Major, **LF** = Lead Fifer, **F** = Fifer, **LD** = Lead Drummer, **D** = Drummer, **B** = Bass Drummer



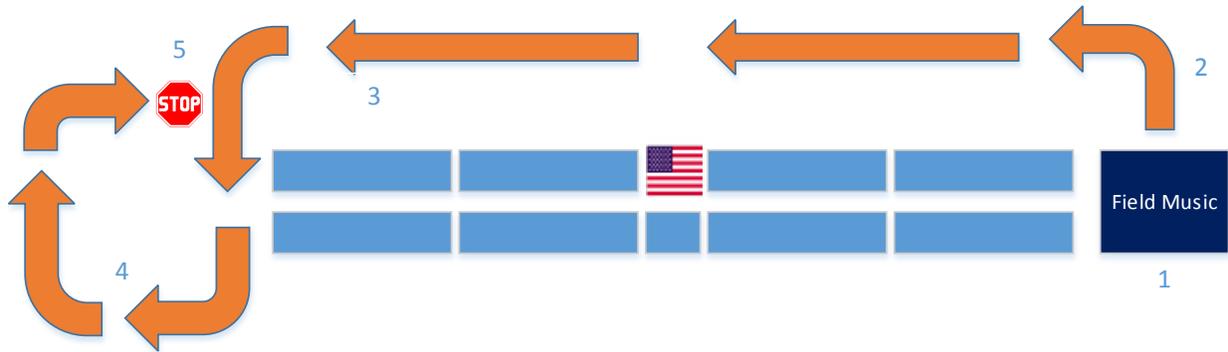
At the discretion of the Principal Musician, or Drum Major, the formation may be changed to accommodate a larger or smaller group (Other formations are not shown).

Dress Parade Formation

Below is the USV Field Music Dress Parade Guide

It is important to follow a structured and defined plan ahead of time when preparing for dress parade. This performance is in front of the entire regiment and sometimes in front of the entire brigade. Therefore, it is imperative that all musicians know and follow the USV Field Music Dress Parade Guide detailed below.

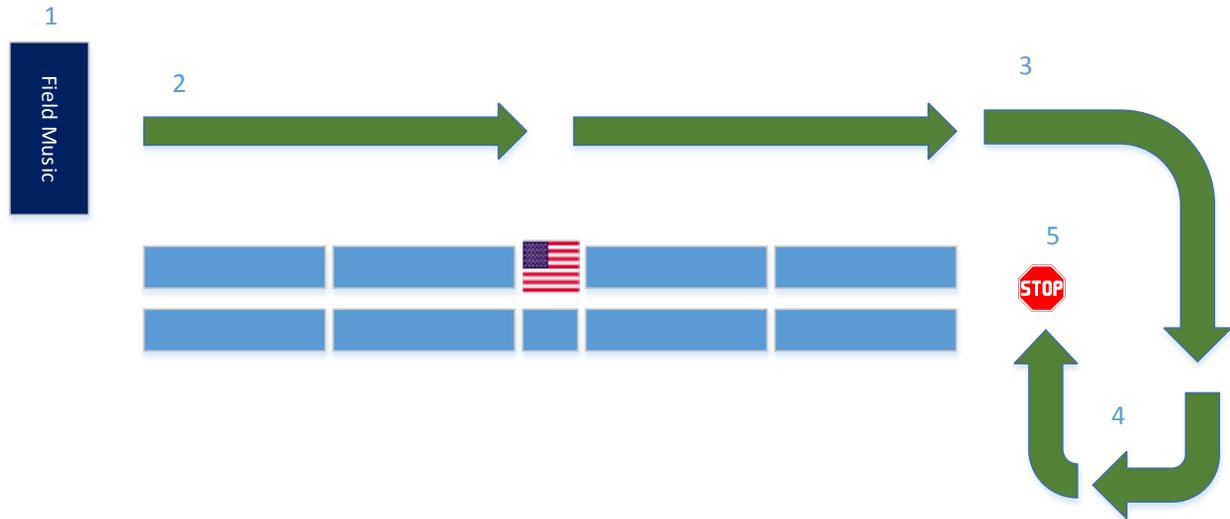
Dress Parade. First Half, Slow March (3/4 or 4/4)



1. The field music will form up to the right of the Adjutant in columns of 4's. When given the command to "Beat Off" by the Adjutant, the Drum Major will signal the start of "Three Cheers", played in place. Once "Three Cheers" has been completed, the drummers will play the first strain of the tune in place
2. The Field Music will step off to the beginning of the first tune, take 5-10 paces beyond the formation, and make a 90 degree left wheel
3. The musicians will play the predetermined tunes to the end of the formation and make a 90 degree left wheel, about 10 paces to the left of the left flank guide
4. The Field Music will march 10 paces before making a right wheel to turn 180 degrees (facing front) and march 10 paces back before marking a final 90 degree right wheel to face parallel to the line of troops
5. The musicians will halt at this location to finish the current tune and wait for instruction to step off to the return portion of the parade, detailed below.

Dress Parade. Second Half, Quickstep (2/4 or 6/8)

When marching back to the original position, it is important to note that the wheel will start beyond the formation and come back to the original starting position by wheeling back into line. In some cases, when distance is misjudged, or terrain prohibits, left or right obliques, or countermarches, may be used.



1. The Drum Major will instruct the field music to begin playing the cadence prior to the first tune of the return march. The Field Music will step off to the beginning of the tune after the first strain of the cadence.
2. The music will step off to the first tune in the predetermined list of tunes to march past the formation. When passing the command staff, the Drum Major, or Principal Musician, will salute the Command Staff.
 - a. If perfected in drill, the musicians will turn their heads to the left until the next left foot pace after the Drum Major, or Principal Musician, snaps his/her head forward.
 - b. Only when practiced and executed in drill will this tactic be used.
3. The Field Music will march to the end of the formation and go an additional 10-15 paces beyond it to begin a 90 degree right wheel. Facing the about face of the front of the formation.
4. Once the wheel has finished, and another 10-15 paces have been marched, a right wheel will be performed until facing 180 degrees (facing front). Any obliques to guide the formation back into position will be called at this time.
5. The music will then halt in their original location and finish the current tune and no further cadences will be played. The Drum Major, or Principal Musician, will then signal the playing of "Three Cheers". Afterwards, the music will stand at attention until directed otherwise.

Typical Set Lists

Daily Duty

1. Drummer's Call
2. **Reveille – Details Below** ↓
3. Pioneer's Call
4. Surgeon's Call
5. Breakfast Call / Peas Upon A Trencher
6. Officer's Call
7. Assembly
8. Adjutant's Call
9. To the Color
10. **Dress Parade – Details Right** →
11. The General (Prior to Battle)
12. Dinner Call / Roast Beef
13. Rogue's March
14. The Dead March
15. **Tattoo – Details Right** →

Reveille

1. Drummer's Call
2. Three Camps
3. Slow Scotch
4. Austrian
5. Hessian
6. Prussian
7. The Dutch
8. Quick Scotch

On-Field Duty

Primarily for Drummers

- Halt
- Double Quick Time
- Recall Detachment
- Commence Firing
- March in Retreat
- Cease Firing
- The Parley
- Assembly (Fife and Drum)
- Officer's Call

Dress Parade

- Formation
 1. Drummer's Call (35 mins prior)
 2. Assembly (30 mins prior)
 3. Adjutant's Call (20 mins prior)
 4. To the Color (5-10 mins prior)
 5. Quicksteps (2/4) (Until in line)
- The Troop
 1. Three Cheers
 2. Slow Marches (3/4 or 4/4)
 3. Quicksteps (2/4 or 6/8)
 4. Three Cheers
- Dismissal
 1. The Retreat
 2. Quickstep (2/4)

Tattoo

The Doublings are played after **Three Cheers** (#2) and every tune after until the final tune which is followed by **Three Cheers** and then **The Doublings**.

1. Drummer's Call
2. Three Cheers
3. Yankee Doodle (*or 2/4*)
4. New Tatter Jack (*or 6/8*)
5. Farewell to Whiskey (*or 2/4*)
6. Red, White and Blue (*or 4/4*)
7. My Lodgings on the Cold Ground (*or 3/4*)
8. The Girl I Left Behind Me (*or 2/4*)
9. The Downfall of Paris (*or 2/4*)
10. Three Cheers
11. The Doublings

National Field Music School

Participation in the annual National Field Music School is highly recommended. It offers a “small class” approach to learning from professional instructors. For 2014, this event will be optional, however, future participation may become mandatory for certain levels. For more information about the National Field Music School, please contact Les Salsbury or the Principal Musician.

The website for the school is located at

<http://www.nationalcivilwarbrassmusic.org/NationalCivilWarFieldMusicSchool.html>

Music Musters

Music musters are a gathering of period musicians to perform and jam fife and drum music. At this time, the USV Field Music does not participate in music musters. However, further progression of USV musicians will compel The USV Field Music to participate on its own at these events. At that time, a minimum level will be required to participate but all members of the required level will be invited. Invitations beyond the required levels will be made based on the numbers required to effectively participate in the event.

USV Command Contacts

As of November 12, 2013

Les Salsbury	Field Music School Leader, USV PM	maryales@hotmail.com
Matthew Marine	Principal Musician	mattm310@hotmail.com
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Chuck Young	2 nd Regiment USV Commander	marine1maw@pronetisp.net
Don Lopuzzo	2 nd Regiment USV Chief Bugler	donco89@optonline.net

The Jersey Blues

If musicians of the USV wish to participate in music musters now (as of November 12, 2013), The Jersey Blues are an exclusive, performance based group made up of USV members from all 3 infantry USV regiments. This group travels to music musters, professional events and participates in music living histories. For more information about the Jersey Blues, please go to <http://www.thejerseyblues.org>

Membership in this group is by invitation only and is not governed by the USV. You do not need to be a member of a USV unit to participate in this group.

Jersey Blues Contacts

As of November 12, 2013

Fife Contacts

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Katherine Bolcar-Cortese, 7 th NJ	San Antonio, Texas Area	k.bolcar@gmail.com
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Jason Wickersty, 3 rd NJ	Northern New Jersey	thehosgendar@optonline.net
Erin Ernst, 2 nd RI	Hamden, Connecticut Area	emernst14@gmail.com

Snare Drum Contacts

Gerard Cortese, 7 th NJ	San Antonio, Texas Area	gerardcortese@hotmail.com
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Bass Drum Contacts

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Coordinator Contacts

Rachelle Marine	Southern New Jersey	fanerm@gmail.com
Steff Zilinski	Northern New Jersey	spoli105@gmail.com

References

1. The Company of Fifers and Drummers
<http://fifedrum.org/resources/music/gif/>
2. Colonel H. C. Hart's New and Improved Instructor for the Drum
<http://fifedrum.org/resources/music/hart/>
3. Village Volunteer's Fife and Drum Corps
<http://vvfdc.org/home.php>
4. California Consolidated Drum Band
<http://www.drumband.org/music/avf/avf.html>
<http://www.drumband.org/music/ccdb.music.html>
5. The Sudbury Ancients
<http://www.sudburyancients.org/>
6. The National Civil War Field Music School
<http://www.nationalcivilwarbrassmusic.org/MusicalResources.html>
7. Consolidated Company 7th and 30th Missouri Volunteers
<http://www.moirishbrigade.org/hist30th.shtml>
8. Carl Fischer's Complete Fife Tutor
<http://fifedrum.org/resources/music/tutor/>
9. Howe's United States Regulation Drum and Fife Instructor
http://www.nationalcivilwarbrassmusic.org/NCWFMS_Forms/Resources/Howes_Fife_and_Drum_Instructor.pdf
10. Fife and Drum Online
<http://www.fifedrum.org/resources/music/>
11. Jason Wickersty
thehosgendar@optonline.net

USV Field Musician

Contact Form

Date

Name (Last, first, middle initial)

Phone Number

Street address, City, ST, ZIP Code

Cell Phone Number

Email Address

USV Affiliated Unit

USV Regiment Identification

- 1st Regiment USV 3rd Regiment USV
 2nd Regiment USV Cav / Artillery / Other (Explain below)

Instruments Played

- Fife Bass Drum
 Drum Bugle

Please list any details about the musician

Primary Emergency Contact Information

Name (Last, first, middle initial)

Phone Number

Street address, City, ST, ZIP Code

Cell Phone Number

Email Address

Other Contact Number

Alternate Emergency Contact Information

Name (Last, first, middle initial)

Phone Number

Street Address, City, State, ZIP Code

Cell Phone Number

Email Address

Other Contact Number

Internal Use Only

Received by

Date

USV Field Musician

Medical Form

Date of Birth

Doctor's Name

Doctor's Phone Number

Doctor's Street Address, City, State, ZIP Code

Blood Type

Medications

Name	Dosage	Frequency
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Please list any MEDICAL details about the musician including HEALTH PROBLEMS or SURGERIES

Printed Name

Signature

Date

Internal Use Only

Received by

Date