

1st New Mexico Volunteer Infantry

Field Music Handbook

MEMBERSHIP

This drum corps is a reenactment group that portrays volunteer infantry Field Music of the American Civil War in the Territory of New Mexico. The First New Mexico Field Music is part of the First New Mexico Infantry, Company A, a non-profit corporation, and is organized under its structure and corporate bylaws. Members pay dues directly to the 1stNMVI. These dues are payable each year and the amount and time for payment is listed in the corporate by-laws. Membership allows a person to vote in 1stNMVI meetings as well as in Field Music meetings. Membership also provides that a person will receive a stipend for gas or per diem if such is available at specific events. An associate membership is also available according to the by-laws. These by-laws are published on the company's website at 1stnmvi.com.

The fifers, drummers, and buglers of the 'old days' were highly trained and highly disciplined specialists (at least in theory). They were the communication network for the brigades and regiments. They were responsible for moving sometimes thousands of men in unison. In order to represent those individuals we also have to be or become highly trained and disciplined. This cannot be achieved without setting minimum standards for the group and for the individuals in the group. Therefore, this group is not a 'holding bin' for kids who want to reenact but are simply 'too young to carry a rifle.' On the other hand, we welcome anyone who is genuinely interested in the 'Music.' We are happy to have new musicians who are just learning their instruments as well as seasoned veterans of the world of Field Music. Young recruits must be at least 9 years old and capable of maneuvering in the field with the instrument of their choice. Recruits must demonstrate an aptitude and appreciation for music. All underage participants (17 years old or less) must be accompanied by a parent or guardian at all drills and events, unless otherwise provided for.

Use of the masculine gender in this handbook is for convenience, as well as historical reasons. Women are welcome to join the unit if they can make a reasonable attempt to look and act like a man. This is not normally a factor at the majority of our events. However, female members must be aware that some events will not allow female reenactors to participate, as this is how it was in the old days. One example was when George Carroll's drum corps participated in the movie "Gettysburg," the fife section was omitted because it was mostly female. This can be unfortunate, but we are reenacting male counterparts in history. Most women choose a masculine name to use during events. Remember that "who's that guy?" is a complement.

ORGANIZATION AND RANK

Our organization has traditionally been more of a democracy with the feeling of a town meeting rather than a heavy-handed strict leadership. This provides for some chaos, but it also allows for more creative processes and participation by all members. It allows people to follow their inspirations within the framework of the group. So far, it has worked quite well with a few exciting moments. Traditionally, Hal acts as our lead drummer in the field. Dave generally acts as lead fifer, but sometimes will act as a Drum Major if we have enough people or the event calls for it. All the members assist in getting information of upcoming events. Some members also organize events that have a specific interest for them.

Voting: We may have to vote on which event to attend if there is a conflict of schedule or if company funds need to be dispersed. Field Music financial funds will not be dispersed without a

vote. Voting will require a quorum of all of the current membership in order to be valid. We are a small corps and this is not difficult to achieve even if only by email. All the members will be informed of the results of a vote.

In the field, our Drum Corps is organized in two sections – fifes and drums, with a lead fifer and lead drummer in charge of each and sometimes one Principal Musician in charge of the corps as a Drum Major. The Drum Major will ensure the line of march, marching speed, and formation of the unit in the field. He will also schedule activities in coordination with the event leadership. The Drum Major, will control the corps in its commencement of stand beats, tempo of play, line of march, and will order the various beats or tunes to be played. If there is no Drum Major the lead drummer will ‘tap-off’ when corps is required to begin a beat; he is also responsible to set the cadence (tempo) of the beat being played. The lead fifer is responsible to select the fife tunes in the Parade Round, make sure fifers know what’s happening next, and ensure the line of march, if there is no Drum Major present. We are usually quite informal and during stands (stand and play) members are encouraged to add their inspirations as to selection of tunes or especially if they see some shade we can stand in. The lead drummer and fifer may also assist members who need it in maintaining a certain level of uniformity and correctness in our ‘beats’ and ‘tunes.’ Traditionally in our corps, all members help new members as much as they can with their uniform or equipment needs, transportation, and music instruction.

Except for the Drum Major, our musicians will not wear chevrons. In the volunteer corps the members were only ranked a ‘musicians.’ Only the Drum Major will wear chevrons of the ‘regimental staff’ sergeant type and an NCO style sash and belt, and a sword if desired. The Principal Musician may also decide to use a sword to direct the corps rather than a baton because it is more convenient (you can sheath a sword). It’s not likely that 1st NMVI musicians actually wore swords as they were cumbersome and useless. The historical 1st NMVI drum corps only had one Principal Musician but he was possibly a bugler. The online soldier/sailor database does not describe the instruments played by the individual musicians of the 1st NMVI but it is known that the original PM was a bugler. Thus it is possible that the 1st NMVI only had bugles. In the Second Regiment several individual members are listed specifically as fifers or drummers. According the Soldier/Sailor online database, the companies of the First each had two musicians (listed below). The First Regiment had ten companies, four of which were mounted so there is some question what instruments may have been used.

Ruperto Burgorques enlisted as a musician in the First New Mexico Volunteer Infantry at the age of 20 on the 3rd of July in 1861. He was originally mustered into Company C until he was promoted to Principal Musician at which time he joined the Regimental Head Quarters. There are a good number of documents about him in his service record, which is quite uncommon, but most of them have to do with his promotion to Principal Musician sometime in November 1861, and his transfer to Albuquerque where Col. Carson and his staff were located. One document involved his mustering out of service. It lists all the clothing he had received and still needed to pay for (listed below under “Uniforms”). He was well outfitted but the quality of the volunteer clothing was described as poor and would not stand long wearing. The volunteers were required to purchase their own clothing but were not actually paid until their service was ended. It was noted by Lt. Col. Chaves that Burgorques was the best man to ‘blow calls’ which may indicate that he was a bugler. That said, some years ago I was shown a letter from a Principal Musician in another regiment in which he stated that he was the only one who could “blow fife,” so Burgorquez was either a fifer or a bugler. *(This information was compiled by 1stNMVI member Tony Campisi from records located at the UNM Library).*

LIST OF MUSICIANS of the original First NM Volunteers (*as found in the Soldier/Sailor Civil War database online:*

Band

Band Leader – Lucien B. Jewell

Asst. Band Leader – Charles Hopping

(Individual band members are not listed. They were soon disbanded according to a General Order which only allowed one band per regiment)

Field Music

Principal Musician – Henry M. Holmes (later became a bugler for Company A 1st NM Cavalry).

Replaced by Ruperto Burgorques.

Company	Musician
A	Santiago Bonny
A	Reyes Gonzales (later transferred to private)
A	Juan Sanchez
B	Crecensio Archuleta
B	Manuel Seguro
C	Ruperto Borgorquez (promoted to Principal Musician)
C	Daniel F. Nolan
C	Juan Sais
D	Jose Manuel Hurtado
D	Jose Maria Martinez
E	Pablo Trujillo
E	Jose Lino Vigil
F	Charles Everette
F	Jesus Grijalva
G	Eulogio Ortega
H	Antonio Marenjo
H	Teofilo Martinez
I	Francisco Antonio Martin
I	Jose Santos Sanchez
K	Donaciano Duran
K	Santiago Lucero (transferred to private)
K	Remigio Sandoval

MUSIC LISTS

Our unit features a 1st New Mexico Field Music Book produced by Hal Meyers which consolidates most of our favorite tunes and beats (but it's always being expanded and updated). In addition to standard Civil War era music we also play a few Mexican folk tunes. Unless a recruit demonstrates an ability to learn the instrument on their own, he must be willing to take music lessons. Original sources are:

Bruce and Emmett's "The Drummer's and Fifer's Guide"

American Veteran Fifer – compiled by Civil War Veterans

Mattson and Walz's "Old Fort Snelling, Instruction Book for Fife"

Elias Howe's "United States Regulation Drum and Fife Instructor"

Col. H. C. Hart's "New and Improved Instructor for Drum"

REHEARSALS

Our corps meets quite regularly and our rehearsals are often divided into fife and drum sectionals, when those instruments play alone, a meeting time in which we discuss our business, and group play when fifes and drums play together. Fifers and drummers can receive personal instruction in the sectionals, but the group play should be more of a rehearsal than a practice. Sheet music and improvised jamming must be highly discouraged at this time. It is mandatory that we memorize our music as music stands will not be used during performances. In public, members must not attempt to play a tune or beat which they do not fully know. If the Corps is playing a different play list than usual, such as Christmas music, then sheet music will need to be used.

INSTRUMENTS

1. Fifes – “F” model Bb Civil War 6-hole fifes with brass ferrules. Our fife section uses the fingering chart recommended by the Cooperman Company. All fife members are expected to conform to this fingering pattern.
2. Fife Case – black leather or white canvas sheaths, belt hung, Civil War patterns.
3. Snare Drums - Our standard snare drum is the Cooperman 'Civil War Contract' model drum, made by Cooperman Fife and Drum Company, Essex Industrial Park, PO Box 276, Centerbrook, Conn. 06409, Tel. (203) 767-1779. They are 16" x 12" deep, with Civil War snare strainer and Remo Fiberskyn 3 batter head. Hoops are red. Shell is laminated with a walnut stain. Square drum ears, (You can ask Cooperman to copy serial number 1803.) Expect the price for the drum alone to be around \$800. In addition you will need a drum strap, drum sticks, and optionally a drum case. We do not use an official 'eagle' logo on the drums, partly because we're not sure what would be authentic, and partly because some of us do other reenacting impressions also. Members of our drum section are expected to be versed in the ancient rudimental drumming technique with the proper stick-handing for the side-drum method. Bass drums are recommended to be 24" as larger drums may be difficult to handle in the field.
4. Drum Sticks – any 'heavy' sticks and Bass drum beaters from Cooperman's.
5. Carry Strap - The authentic drum carry is the Civil War pattern web and leather type.
6. Drumstick Holders - These brass holders clip onto the carry straps or can fit onto a belt.
7. Drum Case – White canvas covers with leather straps for fixing to the drum ropes when not in use. Drummers will also need a 'luggage' style hard shell case for travel.

UNIFORM

Our unit's basic uniform is a fatigue cap with a brass hunting horn or nothing on it, a sack (fatigue) coat, black leather belt and brass U.S. buckle, sky blue trousers, grey wool socks, and brogans. Besides an instrument, this is all that is required to participate at most events. Field musicians can also wear the 'herringbone' trim on 'coats' (frock coats), or 'jackets' (roundabout jackets) if they desire; no trim is worn on sack coats. Hats may be varied and people are encouraged to wear a wide brimmed hat acceptable for the Civil War period. We do not normally

expect everyone to wear the exact same uniform coat or jacket or headgear unless an event calls for it, but everyone should at least have the basic uniform.

For most of our local events the guidelines listed above should suffice. On the other hand, members must also understand that some uniforms or equipment items may be required by specific events. For example, white gloves are needed at 'Garrison' events or when a ball or dance will occur. Some events may require a specific uniform, i.e. all sack coats and fatigue caps for a uniform appearance. Eyeglasses are an anomaly. Most reenactors accept period eyeglasses for use at all times. However, the truth is that almost no one wore eyeglasses back then except for reading, and even that was an embarrassment - so they normally only wore them in private. Special photo situations or movies may require that people do not to wear their eyeglasses at all. Contact lenses work just fine, though, but they are difficult to maintain when camping.

BASIC UNIFORM ARTICLES

1. Fatigue Cap - U.S. issue. No kepis.
2. Sack Coat - U.S. issue sack coat, (no trim), with four small US Eagle buttons.
3. Shirt - A sutler's white cotton or print shirt undershirt, military or civilian pattern.
4. Trousers - U.S. issue Kersey wool sky blue trousers and period suspenders. NCO trouser stripes will not be worn by musicians except the Principal Musician.
5. Brogans - Jefferson Brogans. Smaller boys can wear any black shoes or boots, but an effort must be made to look as similar to brogans as possible. The soles may be pegged or sewn (sewn is authentic in New Mexico).
6. Socks - any grey wool sock.
10. Belt – regulation black leather belt with a brass US buckle.

ALTERNATE OR ADDITIONAL UNIFORM ARTICLES

1. Shell Jacket (waist coat) – roundabout with blue herringbone trim.
2. Frock Coat (U.S. issue long coat) – with or without blue herringbone trim.
3. Overcoat – sky blue U.S. infantry enlisted man's issue.
4. Chevrons - Infantry chevrons (light blue on navy blue, Principal Musician only).
5. Sash - U.S. issue NCO worsted wool sash (Principal Musician only).
6. White Gloves – cotton.
7. Musician's Belt - Infantry issue black belt with a square 'eagle pattern' buckle.
8. Sword - 1840 issue musician's sword and scabbard.
9. Sword Baldric - Black U.S. issue NCO (over the shoulder type) with adjustable eagle plate.
10. Hats – wide brimmed 'floppy' style hats. Straw boaters are recommended also for our climate but Hardee's without brass, trim, or feathers are probably the most authentic.

EQUIPMENT

1. Canteen - any U.S. smoothside or bull's eye canteen with a wool cover (light blue or navy blue covers preferred). Stainless steel recommended unless you like the taste of rust. Canteens are not a luxury in New Mexico; they are mandatory. Buy a canteen first.
2. Haversack - U.S. issue black-tarred canvas.
3. Bedroll Sling or US knapsack
4. Blankets - Army issue grey or brown wool blankets.
5. Ponchos - Black rubber rain poncho.

6. Tent – the “A” fame tent is authentic for western reenacting, but members may want to purchase a “Dog” Tent but must remember that they are actually not authentic for New Mexico during this period.
7. Eyeglasses - authentic eyeglasses are of a very specific type. Please discuss eyeglasses with older members before making your selection.
8. Pocket Watch - Any kind of spring driven pocketwatch with an old style of decoration is acceptable.
9. Tinware - Any period eating tinware -- tin cup, tin plate, and knife-fork-spoon combo set.
10. Personal Effects - sewing kits, jackknives, pocket bibles, candles, matches, candleholders or lanterns, writing implements, etc.

RUPERTO BURORQUEZ’s list of clothing:

One U.S. Uniform jacket and pants	10.50	(probably a frock coat)
1. Fatigue jacket	1.50	
1. Uniform hat	---	(probably a Hardee hat)
1. Great coat	9.50	
1. Amer. blanket	2.44	
2. Mex. Blankets	3.00	
2. Pr. Shoes 1/1.50 1/2.20	3.70	
2. [blue?] Mex shirts .92	1.85	
1. [illegible] shirt	1.46	
2 Pr stockings .25	.5	
1. Knapsack	1.50	
1. Haversack .65 canteen .46	1.11	
1. Plate cup knife fork spoon	.32	
2 Pr. [illegible] flannel drawers .68	1.36	
2 Pr. [illegible] flannel drawers .92	1.85	
Total	\$40.59	

MEXICAN ALTERNATE EQUIPMENT

Since we are reenacting New Mexico volunteers who were not always fully equipped, some people may want to ‘Mexicanize’ their impression by mixing in some period territorial and surplus U.S. Mexican War items. Some (usually out-of-state) events will not allow use of these items, but our local events normally do. It is better to just add a ‘sprinkle’ of these items rather than risk appearing as a Cibolero (Buffalo hunter) or Comanchero (Indian Trader) which the officers would have discouraged.

1. Serapes – serapes or Mexican blanket ponchos are authentic to use instead of a U.S. poncho or overcoat; and can be used as an extra blanket at night. Mexican blankets were issued by the Army.
2. Civilian hat (of the New Mexico Territory), or Mexican War US Wheel hat.
3. Civilian trousers, leather, cotton, or wool.
4. Civilian shirt – Mexican style shirts were issued by the Army in addition to regular shirts.
5. Coat – a civilian coat or even no coat at all.
6. Moccasins – any soft-soled leather shoes of the period.
7. Botas – leather leggings – I’m guessing these were highly discouraged by the officers.
8. White belts – US Mexican War period.
9. White haversack – white canvas haversack – Mexican War pattern.
10. Canteen – wooden or gourd canteen or tin US Mexican War period canteen.
11. Kerchief – solid color, red, white, or black, can be worn under a hat or alone on the head.

EVENTS

Most of our events in New Mexico are quite informal in that they are 'generic' Civil War events and most authentic items of the period are allowed. As field music we usually form up and play as we desire. But some situations at a reenactment require that we coordinate with the Infantry as to when and where we will be allowed to play – and often what we will play. Such situations might be a 'Dress Parade' or preparing to march to a 'battle.' Normally, participation at events is a fulltime weekend activity for musicians. For the entire weekend or event, we reenact the daily life of field musicians during the Civil War, playing the various calls and concerts when they would have played them (if we feel like it). The schedule is made in coordination between the event directors and the Principal Musician, who is responsible to maintain music as scheduled. We do not usually just show up and play for an hour at specific times like other bands – although depending on our criteria, this may happen too. The key is to try to be flexible and we will work out our schedules as best we can.

At some events, musicians may be asked to stand guard duty at the guard tent in shifts per schedule of the Chief or Principal Musician. Musicians on guard duty will be posted at the guard house or the Commanding Officer's or Officer of the Day's tent. The drummer will keep his drum tensioned during his shift and will be ready to play at a moment's notice. A fifer on duty will keep himself ready to carry messages as required by the CO, Adjutant, or OD. If there is a picket line or advanced guard, musicians may be assigned to that group.

The music played during a concert may be too advanced for the younger musicians. If a musician does not know a tune or beat, he will stand at 'rest in place' position and wait for a tune or beat which he is familiar with. Younger musicians should be warned that this is the best time for us to play our more complicated music, and they may not be able to play anything during this time. In a strictly authentic event, the Field Music will not play unless authorized to do so – no practicing or 'jamming' will occur as this type of event itself is a performance and is not a practice. However, most of the time, we are much more relaxed than that. Even so, impromptu jamming should be discouraged.

POSTING

When the Field Music is called to assemble to play, we will normally form together in a battalion field configuration. This consists of two ranks, fifers in front, and drummers in the rear with the leading fifer and drummers to the right. Another more convenient formation for us is to be in place so that we can simply do a 'right face' and be in marching formation. Remember that 'front' is to the left, and 'right face' is to the right (in marching formation). This will require the drummers and fifers to be in separate files when facing 'front.' The theory of field music formation is that members listen to and align their instrumentation to the player on their right. The lead fifer or drummer marches on the right of the first line of their respective instruments. If there is a bugle section, they will be posted behind the fifers and the drummers. If there is a battalion command any buglers present will work for them. The fifers and drummers will work for the infantry 'battalion.' Based on numbers and whoever shows up at an event, some adjustments will have to be made and the real theory is 'whatever works.' Otherwise the above notations will be our configuration for playing all general camp calls. If there is only one fifer and one drummer in line (facing front), the fifer stands to the right of the drummer. When a 'Right Face' is ordered the drummer pivots right and the fifer steps back and faces right to the left of the drummer, ready to march. When a right face is ordered, the drummer pivots in place to the right, and the fifer must

step back and to the right in order to be ready to march on the right of the drummer. This keeps the drum away from the fifer and the fife away from the drummer.

If the battalion is forming in line, we will place ourselves to the right of where the line will form on the parade ground. If forming for a march, the music will take its place where the head of the column will be and the infantry will align on us. When the battalion is given the command to 'right face' we will form in a marching column of three or four ranks wide with as many rows as required, depending on how many people we have at the time – either by pivoting in place or wheeling into formation, ready to march in front of the infantry.

At some events a company 'mess' is provided, meaning that for a fee someone will prepare 'period' food for all members who want to participate. Otherwise members must provide their own meals. Most events provide as a minimum, firewood, potable water, portojons, suitable space for tenting, and straw for bedding. Most events also have restaurants, modern camping or motels nearby for those not looking for adventure.

SOME MEMBERSHIP "DON'TS"

Our group will not wear uniforms, insignia, or trim from services other than infantry, nor any officer accoutrements. Do not wear modern eyeglasses or wristwatches or use cell phones. Do not have a camera hanging around your neck. If you want to take pictures, keep the camera hidden when not in use. As described above, an imperfect uniform or instrument may be a reason for non-participation at some events. Maximum effort will be made to hide modern equipment and clothing from the public. Musicians of any age will 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. Boys who are underage will not participate in 'tacticals' or 'battles' without parental consent, and must understand that many events have a minimum age requirement. Turn off your cell phones or put them on silent mode. Do not make calls during battles or living history. Again, as a rule, no firearms will be used as it confuses our purpose on the field.

Dave