

Article.		Price.				
Cloth, garniture, &c.—cont.	Buttons {	Horn, universal, small, Schoolmaster's	per gross	s. d.	1 6½	
		Tunic {	Staff-Sergeants', R.M.A.	"	5 5½	
			Staff-Sergeants', R.M.L.I.	"	5 6½	
			Other ranks, R.M.A.	"	1 6½	
			Other ranks, R.M.L.I.	"	1 6	
		Jacket {	Staff-Sergeants', R.M.A.	"	3 6	
			Staff-Sergeants', R.M.L.I.	"	3 7½	
			Other ranks, R.M.A.	"	0 10	
			Other ranks, R.M.L.I.	"	0 9½	
		Small, for waterproof coat ...	"	1 0½		
	Hooks, back ...	Black	"	0 10½		
		Brass	"	2 0½		
	Hooks and eyes	Black { large	"	1 0		
			small	"	0 7	
		Brass	"	0 8½		
	Rings	Brass	"	0 6½		
		Iron	"	0 7½		
	Badges {	Em- broidered grenades {	Gold	each	1 0½	
			Worsted {	Red... ..	per doz.	1 5
				Yellow	"	1 5
Colour-Sergeants' tunics ...		each	7 10½			
Drill In- structors {		× Rifles and crown	"	1 8		
		× Rifles {	on blue. .	"	1 3½	
	on scarlet		"	1 0½		

Article.		Price.	
		s. d.	
Cloth, garniture, &c.—cont.	Drill In- structors	× Guns and crown each 2 1¼	
		× Guns, crown and grenade. " 2 8¼	
		× Guns and grenade " 2 1¼	
		× Guns, gold ... " 1 8	
		× Swords { Blue... " 1 11¼ and { Scarlet " 1 10¼ crown {	
			× Swords " 1 2¼
		× Flags { Gold .. " 0 10 Worsted " 0 3¼	
			1st Prize " 1 10
		Good shooting	2nd Prize " 1 8
			3rd Prize " 1 0½
			Badges { Gold ... { Drums " 1 3¼ Bugles " 1 3¼
		Worsted { Drums per doz. 3 10¼ × Trumpets ... " 3 10¼	
			Good conduct
		Serge and duck ... " 0 0¼	
		Gold " 0 8	
		White drill tunic " 0 0½	
		Crowns	Gold { Tunic ... " 1 6 Jacket ... " 0 9½

Article.		Price.
Cloth, garniture, &c.—cont.	Crowns, Worsted	per doz. 2 7½
	Stars {	gold each 0 8½
		worsted per doz. 2 1¼
	Geneva cross {	Gold each 0 9½
		Worsted per doz. 2 5½
	Badges {	Hammer and pincers each 0 9½
	Lyre and Crown, gold, {	Blue " 2 2¼
		Scarlet " 2 1¼
	Lyre, gold, {	Blue " 1 6
		Scarlet " 1 6
CLOTHING.		
Clothing.	Frock coat, Schoolmaster, R.M.A. and R.M.L.I.	" 33 10
		R.M.A. R.M.L.I.
		£ s. d. £ s. d.
CLOTH TUNICS.		
	Sergeant-Major and Superintending Clerk.	2 8 7 2 1 8
	Bandmaster	3 16 2 5 17 9
	Staff Clerk, R.M.O.	2 10 7 2 4 11
	Quarter-Master-Sergeant and Barrack-Sergeant.	2 11 4 2 5 7
	1st Sergeant-Instructor of Infantry	2 12 2 2 6 5
	1st Sergeant-Instructor of Gunnery	2 13 5 2 7 0

Article.		R.M.A.	R.M.L.I.	
Clothing —cont.	GREAT COAT.		£ s. d.	£ s. d.
	Sergeant-Major and Superintending Clerk.		1 5 0	1 5 6
	Quartermaster-Sergeant and Barrack-Sergeant.		1 5 1	1 5 11
	Other Staff-Sergeants		1 4 11	1 5 9
	Bandmaster		1 4 8	1 5 3
	Schoolmaster		1 8 8	1 8 8
	Color-Sergeant		1 2 5	0 18 9
	Sergeant and Rank and File ...		1 2 1	0 18 4
	CAPE FOR GREAT COAT.			
	Warrant Officers and Staff-Sergeants.		0 12 1	0 12 5
	Color-Sergeant, Sergeant, and Rank and File.		0 8 6	0 6 6
	PAD, SHOULDER.			
	For cloth and Kersey frock ...		—	0 0 8
	CHEVRONS.			
	For tunics and frocks.	Sergeants... .. set	0 2 0	0 2 0
		Lance-Sergeants... ..	—	0 0 2
		Corporals... ..	0 1 4	0 0 1½
		Bombardiers	0 0 8	+
		Lance-Corporals... ..	—	0 0 0½

Article.		R.M.A.	R.M.L.I.	
Clothing —cont.	CHEVRONS—cont.		£ s. d.	£ s. d.
	For sergo and duck tunics.	{ Sergeants and Lance-Sergeants ... set	0 0 0½	0 0 0½
		{ Corporals	0 0 0½	0 0 0½
		{ Bombardiers	0 0 0½	—
		{ Lance-Corporals... ..	—	0 0 0½
	For fine duck tunics.	{ Sergeants... ..	0 0 1½	0 0 1½
		{ Corporals... ..	0 0 1	0 0 1
		{ Bombardiers	0 0 0½	—
		{ Lance-Corporals... ..	—	0 0 0½
	Head-dresses.	HELMET—BLUE CLOTH.		
Staff-Sergeants, complete, except bag.		0 11 11½	0 12 7½	
Sergeants, and Rank and File ...		0 4 5	0 4 5½	
Plate for ditto		{ Gilt	0 2 9½	0 3 10½
		{ Gilding metal ...	0 0 1½	0 0 2
Spike "		{ Gilt	—	0 3 0½
		{ Gilding metal ...	—	0 0 3½
Ball "		{ Gilt	0 3 6	—
		{ Gilding metal ...	0 0 3½	—
Chain "		{ Gilt	0 1 11½	0 1 11½
		{ Gilding metal ...	0 0 5½	0 0 5½
Rosette "		{ Gilt	0 0 3½	0 0 3½
	{ Gilding metal ...	0 0 0½	0 0 0½	