

Great Coat for Rank & File, R.M.A.

Same as for better Regiment (P. 32).

making (Cutting 6^o Workpeople 2/3)
Affixing Badges 1^o

Add 5 per cent

Great Coat for Schoolmaster, R.M.A. and R.M.L.I.

Cloth, scarlet, no. 1	2 ¹ / ₂ / 36 yard @ p yard	8/5 ³ / ₄	9/3	9/2 ³ / ₄	9/2 ¹ / ₂	9/3
" blue " 2	2 ³ / ₆	6/9	6/5	6/4 ³ / ₄	6/2 ¹ / ₄	6/1 ¹ / ₂
Sheeting, flax	2 ⁴ / ₃₆	5 ¹ / ₄	5 ¹ / ₄	5 ¹ / ₄	1/5	5 ¹ / ₂
Shalloon, black	1 ⁹ / ₃₆	10 ¹ / ₄	9 ³ / ₄	9 ¹ / ₂	7/9 ¹ / ₂	9 ¹ / ₂
Linon, black	1 ¹² / ₃₆	4 ¹ / ₂	4 ¹ / ₄	4 ¹ / ₂	7/4 ¹ / ₄	4 ¹ / ₂
Silk, black	9 skins p 100 skins	2/5 ¹ / ₂	1/11 ¹ / ₂	1/11	1/11 ³ / ₄	1/11 ¹ / ₂
Tricot	1 yard p yard	1/2	3/11 ¹ / ₂	3/11 ¹ / ₂	4/9 ¹ / ₄	3/9 ¹ / ₂
Thread machine,	1/2 oz. p doz of reels	2/3 ³ / ₄	2/3 ¹ / ₄	2/2 ³ / ₄	2/2 ¹ / ₂	2/3 ¹ / ₂
Buttons, gilt, large,	6 no. p gross	6/1	5/6	5/6	5/6	5/6
Hooks & Eyes, black,	1 pair	7/6	6	6	7/7 ¹ / ₂	7 ¹ / ₂
Tape, stay,	2 yards p doz yds.	6/9	8 ¹ / ₂	8 ¹ / ₂	1/8 ¹ / ₄	7 ¹ / ₂
Buttons, silk,	2 no. each	5	5	5 ¹ / ₂	1/5 ¹ / ₄	5 ¹ / ₂

making (Cutting Workpeople 5/8)

Add 5 per cent

Great coat & Cape for Sergeant Major & Supg. Clerk, R.M.S.I.

Cloth, Great coat, Staff,	4 1/2 yards @ p yard	6/10	6/5 3/4	6/-	5/10 1/4	5/8
Serge, white	1 1/36 "	9	10 1/2	10 3/4	9 1/2	9
Linnen, black,	2/36 "	4 1/2	4 1/4	4 1/2	4 1/4	4 1/2
-- brown	1 20/36 "	4 1/4	4 1/4	4 1/2	"	4 1/2
Tape, stay	2 " p doz yds	.69	8 1/2	8 1/2	8 1/2	7 1/2
Silk, black,	13 skeins p 100 skeins	2/2 1/2	1/11 1/2	1/11	1/11 3/4	1/11 1/2
Twist	1 yard p yard	6	3/11 1/2	3/11 1/2	3/9 1/4	3/9 1/2
Thread, whitest brown,	4 skeins p 100 skeins	7/4	7/4	7/4	7/4	7/4
-- black,	8 -- --	"	"	"	"	7/4
Buttons, black, japanned	5 n: p gross	2 3/4	2 1/2	2 1/2	2 1/4	2 1/4
-- gilt, large	11 "	7/5	5/9	6/3	6/-	6/-
-- -- small	3 "	2/2 1/2	2/6	4/-	3/-	3/-
Hooks & eyes, black collar,	1 pair "	6	6	6	4 1/2	1/7 1/2

Buttons, morsted, 1 n: @ each (~~Cutting 3. Chevrns p. making 3/3~~)

+ making (Cutting 3. ~~Chevrns p. making 3/3~~)
 Add 5 per cent

Great coat & Cape for 2^d Lt. Sergeant & Barr. Sergeant, R.M.S.I.

Same as for Sergeant Major (see above)

Chevrns	Star, morsted,	1 n: @ each	2 1/4	2 1/4	2 1/4	2	2
	Cloth, scarlet, n: 1	1/36 yard p yard	8/5 3/4	9/3	9/2 3/4	9/2 3/4	9/3
	-- blue	1/36 " --	8/5 1/2	8/11 1/4	9/5	9/4 1/2	8/9
			making (Cutting 3. Chevrns p. making 3/3)				
			Add 5 per cent				

Great Coat for Colour Sergeant, R.M.L.I. -

			57 5/8	57 1/4	57	4/3 3/4	4/3 1/2
6607/16	Cloth, grey, great coat, n ^o 2, ²⁴ 2 3/4 yards @ p yard		9	10 1/4	10 3/4	9 1/2	9
	129/89 - 18/2/89	129/89 - 18/2/89	4 1/2	4 1/4	4 1/2	4 1/4	4 1/2
	3/36		4 1/4	4 1/4	4 1/2	4 1/4	4 1/2
	1 1/36		5 1/4	5 1/4	5 1/4	5	5 1/2
	9/36		5 1/4	5 1/4	5	4 3/4	5 1/4
	3/36		4 1/2	4 1/2	4 1/2	4 1/4	4 1/2
	35/36		69	8 1/2	8 1/2	8 1/2	8 1/2
	1 1/36		4/9 3/4	7/6	8/9 3/4	8/9	8/9
	40	p doz reels (4500)	4 1/4	4 1/4	4 1/4	4 1/4	4 1/4
	2 skins	p 100 skins					
	2						
	1/4 oz.	p doz. of reels	2/3 3/4	2/3 1/4	2/2 3/4	2/2 1/2	2/3 1/2
	5 n ^o	p gross	1/4 3/4	1/5 1/4	1/6	1/6	1/6
	6		1/6	10	11 1/2	11 1/2	11 1/2
6601/93	Hooks Eyes - black black collar 2		1/	1/	10	4 1/2	7 1/2
Chevrons	Cloth, scarlet, n ^o 3,	3/6 yard @ p yard	4/6 3/4	4/4 3/4	4/4	4/2	4/1
	blue, n ^o 2	3/6	6/9	6/5	6/4 3/4	6/3 1/4	6/1 1/4
	sermons, marsted	1 n ^o each	3 1/2	3 1/2	3 1/2	2 1/2	2 1/2

Making (Cutting 6, making 2/3, Chevrons 1)

5627/88

Add 5 per cent

Great Coat for Sergeant, R.M.L.I.

5607/16	Same as for Color Sergeant	(see above)					
Chevrons	Cloth, scarlet, n ^o 3	3/6 yard @ p yard	4/6 3/4	4/4 3/4	4/4	4/2	4/1
	blue, n ^o 2	3/6	6/9	6/5	6/4 3/4	6/3 1/4	6/1 1/4

Making (Cutting 6, making 2/3, Chevrons 1)

5607/16

Add 5 per cent

Cape for Colour Sergeants, Sergeants, and R. & File, R.M.L.I.

^{50 1/2} Cloth, grey, great coat, n ^o 2, waterproofed, } 1 3/6 yds @ per yard	6/10 1/2	5/8 1/4	5/4 1/2	4/8	4/8
Green, black, } 1 1/2 / 36	4 1/2	4 1/4	4 1/2	4 1/4	4 1/2
Canvas, staying, } 1 1/2 / 36	5 1/4	5 1/4	5	4 3/4	5 1/4
Ray tape } 1 1/2 / 36 doz. yds	.69	8 1/2	8 1/2	8 1/2	7 1/2
Gilt, machine, black, } 25 yds @ per doz. reels (400 yds)	4/9 3/4	4/6	8/9 3/4	8/9	0/-
Thread, sewing, --- } 1 skein p 100 skeins	4 1/4	4 1/4	4 1/4	4 1/4	7 1/2
--- machine, --- } 1/2 doz. p doz. of reels	2/3 3/4	2/3 1/4	2/2 3/4	2/2 1/2	2/3 1/4
Buttons, brass, small, } 3 n ^o @ p gross	10	11 1/2	10 1/2	10 1/2	10 1/2
^{last 1/2} Hooks & eyes, black , black, } 1 ---	1/-	1/-	10	4 1/2	7 1/2

Making (Cutting 3 1/4, making 9 1/2)

Add 5 per cent

Great Coat for Schoolmaster.

See page 33

Serge Tunic for Sergeant Major & Supt. Clerk, R.M.L.I.

^{52 1/2} Serge, blue, } 3 1/2 yards @ p yard	1/10 1/2	1/4 1/2	1/4 1/2	1/4 1/2	1/3 1/2
Linen, black, ^{new pattern 50 3/4} / 91 } 1 / 36	4 1/2	4 1/4	4 1/2	4 1/4	4 1/2
^{1 1/2} Paper --- Galloon black 5/8 } 1 2/3 / 36 p doz yds	.69	1 1/4	1 1/4	3/4 1/2	3/4
Thread, black, machine, n ^o 40 } 1/4 doz. doz of reels	2/3 3/4	2/3 1/4	2/2 1/4	2/2 1/2	2/3 1/4
Knots, worsted, red, } 1 pair p doz. pairs	5 1/4	5 1/2	5 1/4	5 1/4	5 1/4
Bangles ---, emb'd } 1 --- p pair	2 1/2	2 1/2	2 1/2	2 1/2	2 1/4
Thread, black } 4 skeins p 100 skeins	4 1/4	4 1/4	7 1/2	4 1/4	7 1/2
Buttons, gilt, small, } 4 n ^o p gross	2/2 1/2	2/6	4/-	3/6	3/-
Hooks & eyes, black, bent, } 1 pair ---	6	6	6	4 1/2	7 1/2
Worsted, blue, } 1 doz. p doz.	1/11	1/11	1/11	1/11	1/10 1/2

Making (Cutting 2 1/2, Binding out, Workpeople 1/4)

Add 5 per cent

Great coat & Cape for Clerk R.M.O. Drum Major, Bugle Major,
and 1st Sergeant Inst^{no} Gunnery, Musketry & Infy.

Same as for Sergeant Major (see p. 44)

Chevrons	{	cloth, scarlet, n ^o 1,	$\frac{1}{2}$ yard @ p yard	$8\frac{1}{4}$	$9\frac{1}{3}$	$9\frac{1}{2}$	$9\frac{3}{4}$	$9\frac{1}{3}$
		--- blue	$\frac{1\frac{1}{2}}{36}$ ---	$8\frac{1}{2}$		$9\frac{1}{5}$	$9\frac{1}{4}$	$8\frac{1}{9}$

Making (cutting $3\frac{1}{2}$ Chevrons 1^o making $\frac{3}{3}$)

Add 5 per cent

Great coat & Cape for Bandmaster, R.M.L.I.

Same as for Sergeant Major (see p. 44)

Making (Cutting $3\frac{1}{2}$, Chevrons 1^o, making $\frac{3}{3}$)

Add 5 per cent

Great coat for Rank & File, R.M.L.I.

Same as for Color Sergeant, (page 49)

Making, (Cutting $6\frac{1}{2}$, Chevrons 1^o, Badges } making $\frac{2}{3}$)

Add 5 per cent

Great coat & Cape for Clerk R.M.O. Drum Major, Bugle Major,
and 1st Sergeant Inst^{no} Gunnery, Musketry & Infy.

Same as for Sergeant Major (see p. 44)

Chevrons	{	cloth, scarlet, n ^o 1,	$\frac{1}{2}$ yard @ p yard	$8/5\frac{3}{4}$	$9/3$	$9/2\frac{1}{4}$	$9/2\frac{3}{4}$	$9/3$
		--- blue	$\frac{1\frac{1}{2}}{36}$ ---	$8/5\frac{1}{2}$	$9/5$	$9/4\frac{1}{4}$	$8/9$	

Making (Cutting $3\frac{1}{2}$ Chevrons 1^o making $3/3$)

Add 5 per cent

Great coat & Cape for Bandmaster, R.M.L.I.

Same as for Sergeant Major (see p. 44)

Making (Cutting $3\frac{1}{2}$, Chevrons 1^o, making $3/3$)

Add 5 per cent

Great coat for Rank & File, R.M.L.I.

Same as for Color Sergeant, (page 49)

Making, (Cutting $6\frac{1}{2}$, Chevrons 1^o, Badges } making $2/3$

Add 5 per cent

Great Coat for Rank & File, P.M.S.I.

Same as for Color Sergeant, (page 49)

making, (Cutting 6th, Chevrons }
Badges }^P, making 2/3