

- Sentinels are not to take orders or allow themselves to be relieved, except by a non-commissioned officer of their guard party, the officer of the guard, or officer of the day.
- Sentinels are to report any breach of regulations or orders they are instructed to enforce.
- Sentinels are to keep alert, observing everything that takes place within their sight or hearing.
- Sentinels are not to advance toward the enemy without orders, but are to keep a keen account of any movement to their front.
- It is barbarous for *Sentinels* to shoot each other; do not fire unless there is an advance by the enemy; avoid false alarms. Taking "port-shots" at the enemy sentinels is strictly prohibited.
- No sentinel is to quit his post or to hold conversations unnecessary to the proper discharge of their duties.
- In case of disorder the sentinel will call out the guard. In case of extreme emergency he is to discharge his firearm into the air to attract attention. It is also his duty to repeat all calls from posts more distant than his own.
- Sentinels are particularly cautioned about who can inspect their weapon or ask for it. Only the Officer of the Day, Guard Officer of the Day, Sergeant of the Guard could request to handle the sentry's weapon.
- In the case of an alarm, the NCO in charge will immediately take a detail to the *Sentinel* post in question. If the post is a significant distance from the *Outpost*, the NCO should take care to place men or mounted escort along his route to enable him to speak with the *Outpost* and the *Reserve*.
- Passes are MANDATORY in order to leave the *Reserve* area and may be issued ONLY by battalion or division staff officers, and only in shifts and only if there are enough resources for the *Reserve* to properly execute their duties.

The Parole: The Parole is given ONLY to those officers authorized to issue orders to the guard, go on the grand rounds, or otherwise visit or inspect the guard. The division staff issues new orders to the guards and the parole is a means whereby the Officer of the Guard could ensure that new orders came only from the staff.

The Countersign: The countersign is given to those who require to pass through the guard posts. The correct method of using the Countersign is as follows:

A party approaches a sentry. The sentry comes to Port Arms and calls out;
Halt! Who Comes There?

The reply would be;

A Friend, with the Countersign

The sentry will direct;

Advance Friend with the countersign

The sentry will come to the "guard against infantry" as the party approaches. The sentry should not allow the party to get any closer than the point of his bayonet. The party will **whisper** the countersign. If the sentry is authorized to pass persons, he will command: *Pass, Friend*.

If a large group approaches the sentry, he is to allow only one member of the party to advance. The sentry will direct:

Advance One Friend with the Countersign

And then follow the same procedure. Mounted men; either a single one or a group are required to dismount and have one of their party give the countersign.

If they do not know the correct countersign the sentry will hold them there and call for the corporal of the guard. He is not to fire at the party unless they make an attempt to force their way past him or try to escape.

- The Grand Guard includes the *advanced-positions* and the *reserve* and covers the approaches to the camp and provides first warning of any enemy movement.
- The Grand Guard is divided into watches or reliefs. Each guard is expected to stand duty and then have time off. The rotation may be calculated at the Officer/Sergeant of the Guard's discretion.
- While on sentry duty, the guard will carry his weapon at either the Support Arms or at the Shoulder. In inclement weather the guard will carry his weapon at the Secure Arms.
- Building fires are not allowed at any time by *Sentinels*. Fires are allowed at the *Outpost* providing they are hidden from the enemy and one half of the men must be awake at all times. Arms will not be stacked at the *Outposts*; they should be within reach of each soldier at all times.
- While serving in the *Supports*, men may have fires and be at their leisure when not on sentry duty. They may not quit the area, and must be prepared to move at any moment. Items that are not in current use must be packed away. Arms and accoutrements may be stacked but soldiers may not remove their shoes or jackets.
- During daylight hours the sentry salutes all officers. Field grade officers are saluted by going to Shoulder Arms; Staff Officers by going to Present Arms.
- At the approach of a either the General, the Field Officer of the Day, or other dignitary near the guard post, all off-watch personnel are turned out to render honors (turning out the guard). The guard lines up in single file at Shoulder Arms. They Present Arms at the command of the Officer of the Guard.
- After retreat, and at all times at the *advanced-positions*, *outposts* and *sentinels*, rifle salutes and turning out the guard are dispensed with, but sentries are still to show proper military respect to all officers.

POCKET GUIDE

FOR

GRAND GUARDS

AS PREPARED FOR USE BY THE VOLUNTEER FORCES IN THE ARMY OF THE UNITED STATES

AS TAKEN FROM

A

FIELD MANUAL

FOR

GUARD DUTY

Compiled and edited by
Colonel Mark R. Hembroth
Army of the United States

Printed by Order of the War Department.