

light, if a sentinel sees any person or party on or near his post, he will advance rapidly along his post toward such person or party, and when within thirty paces will challenge sharply, "*Halt, who is there?*" He will place himself in the best position to receive, or if necessary, arrest the person or party.

A sentinel will not divulge the countersign to any one except the sentinel who relieves him or to a person from whom he properly receives orders; on such person's verbal order given personally.

NIGHT ORDERS FOR ALL SENTINELS EXCEPT  
NO. 1.

Until duly recognized by countersign or otherwise, the sentinel will allow no one to approach nearer than about ten feet from him.

The sentinel will suffer one only of any party to approach him for the purpose of giving the countersign, or, if no countersign be used of being duly recognized. When this has been done, the whole party is advanced, *i. e.*, allowed to pass.

In all cases the sentinel must satisfy himself beyond a reasonable doubt that the parties are what they represent themselves to be, and have a right to pass. If he be not satisfied, he must cause them to stand, and call the corporal of the guard. So, likewise, if he have no authority to pass persons with the countersign, or gives an incorrect one.

When two or more persons approach in one party, the sentinel, on receiving an answer that indicates that some one in the party has the countersign, will say "*Advance one, with the Countersign.*" and, if the countersign is given correctly, will then say, "*Advance (so and so),*" repeating the answer to his challenge. Thus, if the answer be "*Friends with the countersign*" (or *patrol*, or *etc.*), the sentinel will say "*Advance one with the countersign,*" then, "*Advance friends, (or patrol or etc.)*."

If a person having the countersign approach alone, he is advanced to give the countersign. Thus: If the answer

be "*Friend with the countersign,*" (or *officer of the day*, or *etc.*), the sentinel will say, "*Advance friend or officer of the day, or etc., with the countersign;*" then, "*Advance friend, (or officer of the day, or etc.)*."

If two or more parties approach a sentinel's post from different directions at the same time, all such parties are challenged in turn. The senior is first advanced, in accordance with the foregoing rules.

If a party be already advanced and in communication with a sentinel, the latter may challenge any other party that may approach; if the party challenged be senior to the one already on post, the sentinel will advance such party at once. The senior, if competent to give orders to the sentinel, may direct him to advance any or all of the other parties. Without such direction the sentinel will not advance any of them until the senior leaves him. He will then advance the senior only of the remaining parties, and so on.

The following order of rank will govern a sentinel in advancing different persons or parties approaching his post at night: commandant, officer of the day, officers of the guard, non-commissioned officer of the guard in the order of rank, friends.

After challenging and duly recognizing an officer, the sentinel, unless spoken to, salutes and resumes walking his post; if spoken to he continues at port arms; he salutes when the officer leaves him.

If no countersign be issued, the rules for challenging are the same. The rules for advancing parties are modified only as follows: Instead of saying, "*advance (so and so) with the countersign,*" the sentinel will say, "*Advance (so and so) to be recognized.*" Upon recognition the sentinel will say, "*advance (so and so).*"

The same rules apply, when the countersign is used, in the case of persons whom the sentinel is authorized to pass without the countersign.

When not in the presence of the enemy, sentinels may be required to call the hours and half hours between the time