

## Eglinton Detachment ACF

### SENTRIES

Arrangements must be made in every unit and sub – unit down to and including the section for its own protection at all times. When a section is on the move this presents few problems because every cadet is alert and ready for an emergency.

When static in a temporary position, which may be for as little as 5 minutes, or in a patrol base, protection is more of a problem because cadets are likely to be less alert and ready for a surprise attack which may come from any direction.

There are three principles which apply in ensuring that protection at rest is adequate:

- a. The correct positioning of the section.**
- b. The location of the alarm post(s).**
- c. The posting of sentries.**

A quick reconnaissance by the section commander will disclose which are the most likely enemy approaches into the position so that the rifle and gun groups can be sited to cover them by fire.

There will be normally be one alarm post in a section and it is the area to which cadets will move to automatically at a signal if danger threatens.

In practise, as cadets will be resting or sleeping near the alarm post they will be at their positions in the alarm almost at once. It must be sited so that, as stated above, enemy approaches into the position can be covered by fire, and it must be concealed from the air. Immediately on arrival in the position a practise manning of the alarm post must be carried out.

Because it is wasteful in numbers and unnecessarily saps cadets energy, not all the cadets need to be alert all the time. The majority should be resting or sleeping whilst sentries are watching and listening, ready for instant action.

There is usually one sentry by day and two by night in a section position, and the alarm post to which they are posted is normally adjacent to the LSW covering the most likely approach into the position. They are posted by an officer or NCO who will ensure that they know:

- a. The direction of the enemy.**
- b. The ground they have to watch.**
- c. The position of flanking posts. (left or right of you)**
- d. The name of the landmarks in front.**
- e. The procedure for challenging.**
- f. Particulars of returning patrol (how many men in section, who the leader is, the direction they came from).**
- g. The password.**

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### **h. Length of duty.**

A sentry's duty may be for half an hour and no more than two hours, and relief time of sentries at night will be staggered so that there is always one fresh sentry and one adapted to night vision.

### **Duties of a Sentry at Night**

Everyone will be a night sentry at some time and the safety of those in a section will depend on him. The duties are the same as those required to be carried out by day but under more difficult conditions.

### **Duties**

Sentries are always posted in pairs at night and their times of relief must be staggered so that there is always one fresh sentry on duty. These are the things they must know:

#### **a. All sentries:**

- (1) What ground to watch?
- (2) What to do if someone approaches their posts.
- (3) Password.

#### **b. Sentries in forward Areas:**

- (1) The direction of the enemy.
- (2) Where their own neighbouring posts are.
- (3) The name of landmarks in front of them.
- (4) About patrols that may come in through or anywhere near their posts.

- (c) The signal to fire if a sentry is manning a LSW on a fixed line.

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### Challenging

As a night sentry the most difficult job is challenging anyone approaching a post. The correct procedure is:

(Chart 1)

<b>Challenge by Sentry</b>	<b>Action and/or reply by person or group challenged</b>
a) "Halt! Who is (or goes) there?"	Halts and gives any reply which indicates the person or group is authorised to pass, e.g. 'Friend' or 'Ally'
(b) "Advance one and be recognised"	Person or group leader advances. No reply.
(c) "Halt" (Sentry holds person until recognition is complete.)	Person halts until recognised by the sentry. No reply.

### Passwords

The use of the password must be the last means of identification when other methods have failed. After the initial challenge "Halt! Who goes there?" "Advance one" and then "Halt" when the person comes within about five yards the sentry will ask questions about the patrol in order to try and identify the person without using the password. If he is still not completely satisfied the sentry will quickly say the first half of the password.

The password will always be in two parts each of two letters, e.g.

Challenge – **Sierra - November**

Countersign – **Oscar – Whiskey**

If the two parts have some connection, as the example given above, they will be easier to remember but this connection must not be so obvious that an enemy might guess the countersign. Passwords are changed daily at noon.

### Demonstrations

Give a simple tactical picture and stage a series of demonstrations, with commentaries, to show how sentries should not and should behave.

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### ***First Demonstration (wrong)***

- (a) A friendly patrol approaches the post. Without challenging the sentry opens fire and wounds a man. The patrol goes to ground.
- (b) Question the squad and explain: Even if the patrol had been enemy, the sentry would have been wrong: *he would have given away his position unnecessarily.*

### ***Second Demonstration (right)***

The same friendly patrol approaches.

The sentry has a string with the ends tied to his own and the section commander's wrists. As soon as he sees the patrol he tugs the string to wake the section commander, who rouses the section in the same sort of way.

The section stands to and the sentries and section cover the patrol: one sentry challenges: (as per chart 1)

### ***Third Demonstration (wrong)***

- (a) An enemy patrol approaches the post: As soon as the sentry see them he shouts a challenge: the enemy get down, crawl to a position of observation and watch the post and the routine for changing etc.
- (b) *Question the squad and explain:*  
The sentry challenged too loud and at to long a range, and simply gave away his posts position away

### ***Fourth Demonstration (wrong)***

- (a) The same enemy approaches: The sentry challenges quietly at a sensible range but does not wake the section commander: the enemy rush the post and destroy it.
- (b) *Question the squad and explain the sentries mistake*

### ***Fifth Demonstration (right)***

The same enemy approach. As soon as the sentry sees them the sentry rouses the section commander: who stands the section to.

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The sentry challenges quietly and at a sensible range. The enemy turns and runs: the section opens fire

### *Practice*

Give the squad the chance to practice 5<sup>th</sup> demonstration

### *Conclusion*

#### **End of Lesson Drill**

Question the squad on what the things sentries must know. *Sum up:*

- (a) Always challenge just loud enough to be heard
- (b) If in doubt give the alarm quietly before challenging
- (c) Do not do anything to enable the enemy to find out where the post is and then get away to report it or overrun it

## **USE YOUR SENSES**

### **What are your senses, how can you they help in Fieldcraft?**

On a patrol or on duty as a sentry you will use your **EYES** and **EARS**, and your **TOUCH** when feeling your way through the woods or difficult cover.

Your sense of **TASTE** may not be used, but your sense of **SMELL** – depending upon the **SMELL** – may remind you of **TASTE**.

**SMELL** – Body smell or smell of cooking or anything else that drifts on the air and can give yours and the enemy's presence away

**Time spent on  
“reconnaissance”  
is rarely wasted**