

# Instructions to the Guards

## Overview

Active 18<sup>th</sup> century armies employed many different types of guards in order to maintain discipline, orderliness, and health within the camp ([camp guards](#), [quarter guards](#), [police](#)), protect the army from surprise attacks by the enemy ([out-guards](#), [piquet guards](#), [vedettes](#), [grand guards](#)), protect the army's supply lines (forage-guards), and protect the army on the march (advance guard, rear guard, flank guards).

This document attempts to address how best to employ some of these guards on a typical reenactment weekend. While the specifics of the guards will differ as each event has different numbers of participants and activity goals, these guard details can serve as a resource to add a more military air to any camp or military activity.

## Definitions

Camp Guard is the main guard for the interior management of the encampment and is therefore the largest. Their chief purpose is to “form a chain of sentinels around the camp. In order to prevent improper persons entering, or the soldiers going out of camp...”

For this purpose, the Sentinels of each battalion form a chain around the camp at approximately 300 yards (just beyond the battalion sinks).

Countersign is a password given to the various guards and parties from the army who have the right to pass through those guards. This would include patrols, reliefs, fatigues, and the like. Typically, countersign is only utilized at night when a guard is unable to fully inspect a party. *See also [Parole](#).*

Grand Guard is composed of two, three, or four squadrons of cavalry, commanded by a Field-officer, and posted before the camp, on the right and left wing, towards the enemy for its security.

Grand Rounds are those rounds conducted by the Field Officer of the Day. *See also [Visiting Rounds](#).*

Guard is a body of soldiers assigned to one of the various guards within an army

Out-Guard is a guard posted outside the lines of the camp typically along the lines of approach from the enemy in order to prevent surprise by the enemy.

Parole is a password given only to officers of the guard and those officers who have the right to modify the guards' orders (Field Officer of the Day, Field Officers, etc.) *See also [Countersign](#).*

Piquet Guard is a certain number of horse and foot, which are to keep themselves in readiness, in case of an alarm.

Police is a body of soldiers assigned to maintaining the cleanliness and health of the camp. At reenactments, this body is typically used to “police” authenticity and sometimes augments the staff of the Brigade Major.

Quarter Guard is smaller in size than the camp guard and is intended as an internal guard to maintain order within the camps. It is posted to the rear of the battalion.

Sentinel is an individual soldier assigned to “guard” a post. This document uses this term to refer to those sentinels assigned to the Camp and Quarter Guards. *See also Sentry.*

Sentry is an individual soldier assigned to “guard” a post. This document uses this term to refer to those sentinels assigned to the Out-Guards. *See also Sentinel.*

Vedette is a trooper posted on horseback with his horse’s head towards the place whence any danger is to be feared, and his carbine advanced, with the butt-end against his right thigh. When the army lies at encamped, there are vedettes posted at all the avenues, and on all the rising ground, to watch for its security

Visiting Rounds are those rounds conducted by Field Officers (*who are at their liberty to do so*) other than the Field Officer of the Day. *See also Grand Rounds.*

### **Of the Size of the Different Guards for a Battalion**

	<i>Subalt.</i>	<i>Serj.</i>	<i>Corp.</i>	<i>Drumm</i>	<i>Priv.</i>
<u>Camp Guard</u>	1	1	1	1	27
<u>Quarter Guard</u>			1		9
<u>Out-Guard</u>	1	1		1	12
<u>Police</u>	1	4		1	

## ***Of Forming and Posting Guards***

### **Forming Guards on the Parade**

Each First Serjeant is responsible for seeing that an NCO from his company takes charge of the soldiers assigned from his company. He should inspect those soldiers prior to their marching to the parade and see that they are in the greatest order. This NCO is to see that the soldiers so assigned arrive fully accoutered before the Adjutant's Tent at the appointed hour.

Once on the Parade, the whole shall be sized and broken into their respective Guards. Officers and NCO's shall then take their place with the Guards and march them to their respective posts.

### **Establishing a New Guard Post ([Camp Guard](#), [Quarter Guard](#))**

Once each guard has marched to it's post, it's officer to divide the guard into 3 reliefs. These reliefs should be recorded in Hours they go on report (*see Addendum A*). Those immediately on are posted. Once the first sentinels are posted, the remainder may be dismissed with the understanding that should an alarm occur they are immediately to report to the guard post.

### **Establishing a New Guard Post ([Out-Guard](#))**

If the new outpost is near the enemy and the ground has not been previously examined, temporary sentries should be placed at a small distance from the guard, to prevent surprise, while the commanding officers reconnoiter the situation of the post, to know where his sentries should be placed. The guard should remain under arms while this is being done.

While the officers reconnoiter, one officer should divide the guard into 3 reliefs. These reliefs should be recorded in Hours they go on report (*see Addendum A*).

Once the officers have reconnoitered, the first relief of sentries is posted. The remainder must stand on their arms at the Guard Post.

### **Relieving an Established Guard Post ([Out-Guard](#))**

The officer of the relief guard is to immediately send a party under a trusty officer, conducted by an officer of the old guard, to relieve the Sentries, who are to return to the guard they belong to.

The Sentries of the old guard having joined it, the officer is to march it back to the parade, from which it went, with the greatest order, and decorum.

The officer of the guard is to then send off the detachments composing it, under an officer to each, to join their corps, preserving regularity on their way.

## The Manner of Posting and Relieving Sentinels and Sentries

Once the officer has divided and recorded the reliefs, he is to see that the Guard remains facing the enemy under arms until the first Sentinels have been posted.

The Sentinels are to be posted by the Corporal of the Guard in the following manner:

The Corporal shall form enough Sentinels as are necessary (attempting to keep files together whenever possible) and march them to the first Sentinel Post at Support Arms. The Corporal shall halt the Relief 6 Paces from the Sentinel (both facing enemy) and command

Present Arms!

The whole shall Present, whereupon the Corporal shall command ...

Sentinels!      Shoulder Firelocks!

The relieving Sentinel and the one currently posted Shoulder. The Corp and Relieving Sentinel then march up to the Posted Sentinel. The Relieving Sentinel receives orders from the Posted Sentinel. He then takes the Posted Sentinels place and the Relieved Sentinel now marches to the Relief and forms on the left of the Rear Rank.

The Corporal then brings the Relief to Support Arms and marches the whole to the next Post.

Once the first chain of Sentinels is posted, the Guard may stack arms and stand down. They should, however, be ready to form at a moment's notice. (Particularly an Out-Guard)

### Where to Post the sentinels of the Camp Guard (9 Sentinels)

*1 before the Guard  
2 to right and left of the Guard  
1 on each flank of the Camp  
1 before the Colors  
1 before Commandant's marquis*

### Where to Post the sentinels of the Quarter Guard (3 Sentinels)

*1 before the Guard  
1 to the right and left of the Guard*

*(Note: see Addendum C for further description of these postings)*

### Honors due officers by Sentinels and Sentries

All sentries present their arms to general officers, and to the field officers of their own regiments; to all other commissioned officers they stand with shouldered arms.

## ***Of Challenging***

### **Camp Guard In a “closed” camp**

All those attempting to pass through the lines must do so at a sentinel post.

No American soldier under arms may pass through the lines during public hours unless ...

1. He is accompanied by a Commissioned Officer (patrols, details, etc.)
2. He is going to an area declared “neutral” for the event (sutlers, parking lot, etc.)

In all other cases, the soldier must be stopped and the Officer of the Guard called to inspect him. Should the soldier have a pass or other extenuating circumstances.

No Crown soldier shall be permitted to enter the camp under arms or “in kit” (Regimentals). Should a soldier insist upon entry, the Officer of the Guard must be called to inspect him.

When challenging an individual, the sentinel charges his bayonet, calls Halt! Who comes there?, and demands the soldier state his business. The sentinel must be sure that the soldier or party is out of reach of his arms. If the a group of three or more should attempt to pass the lines, the sentinel must immediately order the party to stand and then pass the word for the Serjeant of the Guard. Upon his arrival, the Serjeant of the Guard must examine the party and it's officer's passport. Should all be in order, the Serjeant is to let the party pass.

Should a soldier or party refuse to stand after three challenges, the sentinel is to fire on them.

*(Note: [Countersigns](#) were designed for use at night when the visibility of a sentinel would be greatly reduced. As we do not typically post during the night, this becomes an unnecessary activity for the Line in the field)*

### **Out-Guards**

As Out-Guards by their nature are in more danger than those of the interior guards, their orders to challenge are more involved.

Any parties of whatsoever kind, coming towards an out-guard, are to be stopped by the out sentries, and notice given to the guard, which is in most cases to be turned out; and the officer to send a proper person to examine such party and give his orders accordingly.

When challenging an individual or party, the sentinel charges his bayonet, calls Halt! Who comes there?, and sends word for the officer of the guard. The sentinel must be sure that the soldier or party is out of reach of his arms. The sentinel must then pass word to the officer of the guard who will turn out the guard and send a proper person to examine such a party.

If the answer is *relief, patrol, or rounds*, the sentinel must call out “Stand Relief, Patrol, or Rounds”, order the serjeant or corporal to advance with the countersign; and if he is then assured of their being the relief, &c. he may suffer them to advance. For the rounds ([Grand Rounds](#) or [Visiting Rounds](#)), see *Receiving the Rounds*.

## ***Of the Rounds***

### **Receiving the Rounds**

When the guard is turned out, the officer of the guard sends a commissioned officer (if the guard consists of more than one) if not, a Serjeant and six to meet the Rounds, who, when arrived within twelve paces of them, challenges and on being answered "Grand round" cries "Advance officer with the parole" at the same time making his party open a passage by wheeling backwards from the Center, for the officer of the rounds to pass through them, and resting their firelocks, as he passes.

### **Giving the Parole**

The officer, or Serjeant conducts the officer of the party to the officer of the guard, who receives him at the right of his guard with his Bayonet towards his breast, at which time the officer of the rounds whispers the parole in his ear. The officer of the guard finding the parole true, orders his guard to rest their firelocks, upon which the officer of the rounds goes along the front of the guard, and after counting them, asking such questions, and giving such instructions, as he thinks proper, orders the officer to return his guard, and rejoins his escort, with which he is to proceed where he thinks proper.

### **Honors due Rounds**

All Guards to turn out to the Brigadier and Field Officers of the day, and except the out-guards, to all General officers; paying them the honors dues them according to their rank, and the usage of war. The out-guards to turn out to the Brigadier and Field officers only. The honors of the drum never to be paid by them.

### **Visiting Remote Sentries**

The Field officer of the grand rounds, before he begins his visit, to procure such an escort as he chooses, not exceeding a Serjeant and six. Accompanied by these, he is to pass all the sentries, remote from the guard, by his Serjeant, who is to advance for the purpose answering "Grand Rounds" when hailed, and giving the Countersign

## ***Other Items of Concern to a Guard***

### **Should an enemy detachment approach**

As soon as the officer of a guard discovers the approach of the enemy, he must immediately send notice to the nearest general officer, call in the sentries, and put the guard in the best posture of defense. If attacked on his post, he will defend it to the utmost of his power, nor retreat, unless compelled by a superior force; and even then he must retire in the greatest order, keeping a fire on the enemy, whose superiority, however great, can never justify a guard's retiring in disorder. Should the enemy pursue a guard into camp, the officer must take care to retire through the intervals of the battalions, and forming in the rear of the line wait for further orders.

## **Of the Administration of a Guard**

While the junior NCO (Corporal) shall be responsible for the relieving and managing of the Guard, The senior NCO (Serj.) shall see that the proper paperwork is filled out. A Report of the Guard (*see Addendum B*) shall be compiled by each Serjeant and turned into the Adjutant upon the completion of the Mount.

## **Forbidden Activities while on Guard**

While on Guard Duty, the soldiers should never be slack in their vigilance. This means that soldiers are not permitted to sleep while on guard. Soldiers should not be permitted to cook while on guard, and all meals must be carried ready dressed.

Lastly, Guards are strictly forbidden from gaming and gambling. Appendix D covers some games which soldiers are particularly forbidden to play while on duty.

**Addendum A - Report for "Hours they go on"**

**Hours they go on,**

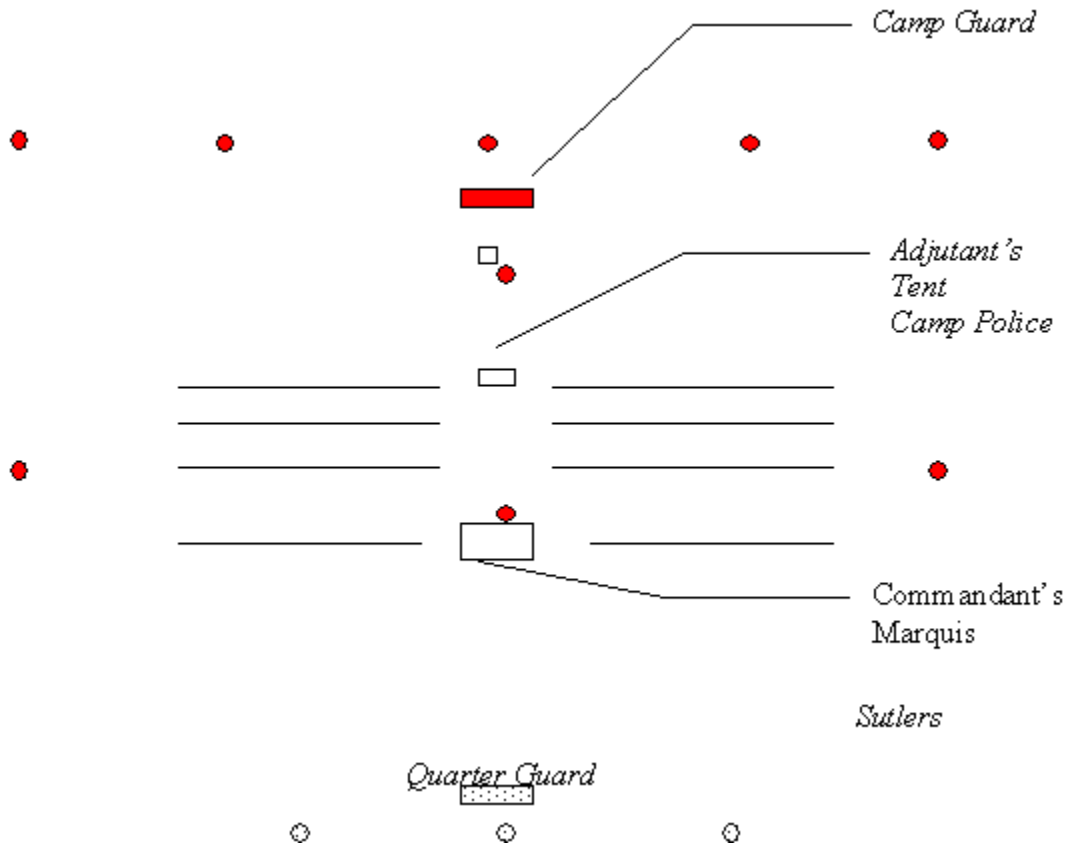
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## Addendum B - Report of a Guard

A Report of the several Guards at *White Plains* Oct. 27, 1776

Guards	Captains	Subalterns	Sergeants	Corporals	Videttes	Rank & File	Centinels		Occurrences
							by Day	by Night	
<i>Camp Guard</i>		7	7	7		27	9	9	<i>British officer attempted to enter camp under arms American soldier attempted to leave post post 4 under arms</i>

# Addendum C - Camp and Quarter Guard Sentinels



## **Addendum D – 18<sup>th</sup> C. Games**

### **Put, a card game for two players**

1. Bets are made.
2. Shuffle then draw to determine the deal.
3. Deal three cards to each person.
4. The Player who did not deal (Eldest Hand) has two options:
  - A. Play out hand.
  - B. Declare "I Put" to end hand and award 1 point to opponent.
5. Dealer then has same options.
6. If play is to continue, each player lays down one card – simultaneously.
7. The high card wins. They are ranked: 3, 2, A, K, Q, J, 10, 9, 8, 7, 6, 5, 4
8. A tie is declared "spoiled," as no one wins.
9. The next tow cards are dealt as described above.
10. He who wins the most tricks is awarded three points. The following conditions prevail:
  - If the tricks are all ties, then the whole hand is spoiled for NO points.
  - If only two tricks are spoiled, then the remaining winder is awarded THREE points.
11. Whoever gets FIVE points first is the winner and collects the pot.

### **Loo, a card game for many players**

1. Bets are made.
2. Three cards are dealt to each player, including one "Miss" hand. \*
3. One card is turned over to determine the Trump.
4. The remaining cards are placed face down on the table for the next hand.
5. A LOO – if a player receives all of one suit, he wins the trick.
6. If multiple players LOO, the one to the left of the dealer (Eldest Hand] wins the trick.
7. Eldest Hand plays first and has two options:
  - A. Play a card into the trick. Rankings are Trumps high, then: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2
  - B. Substitute the "Miss" hand for his own.
8. The next player has same options IF the Miss was not taken.
9. NOTE. There is one supreme card which out event the highest trump – the Jack of Clubs a.k.a. PAM. Pam can be played anytime except when the Ace of Trumps is lead with. He who leads with the Ace of Trump is encouraged to declare, "Pam be civil," as a reminder to the holder of the Jack of Clubs.
10. The winner of the trick leads the next trick.
11. One trick is worth one share of the pot.
12. Stakes are taken, new bets made and next hand dealt from existing shuffle.

\* If there are a large number of players, extra Miss hands may be agreed upon.

\* Another variation is to deal five cards instead of three and omit the Miss hand.

### **Hazard, a dice game for two or more players**

1. Bets are made.
2. Each player throws one die and the highest casts first.
3. The first player casts the dice until he loses, the object being to retain possession of the dice for as long as possible.
4. If the roll is a *seven* or *eleven*, caster wins instantly. If the throw is a *two*, *three*, or *twelve*, the caster loses. If the roll is a *four*, *five*, *six*, *eight*, *nine*, or *ten*, then the cast continues to throw until he either throws the *same number again*, or he throws a *seven*. If he throws the same number again, he wins. If he throws a *seven*, he loses and passes the dice to the next player. Any throws besides a seven of the same number do not count and the caster continues to throw.

## **Going to Boston, a dice game for two or more players**

*This game uses three dice*

1. Bets are made.
2. Each player throws one die and the highest casts first.
3. The first player casts the dice and set the highest number aside.
4. He then rolls the remaining two dice. Again, he sets the highest number aside.
5. He then rolls the remaining die. The last throw is added to the total of the other two dice, and the player passes the dice to the left.
6. Play continues until a player reaches 100 points at which point he wins.

\* "Bonus" scores

A. If a player casts *three-of-a-kind*, he scores 30 points regardless of the combination.

B. If a player casts *two-of-a-kind*, he scores 15 points.

In both cases, the player sets aside one die and casts the remainder of his turn.