## Duties of a Sentry

### Challenge procedure

<table>
<thead>
<tr>
<th>Challenge by Sentry</th>
<th>Action and/or Reply by Person or Group Challenged</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. “Halt! Who is (or goes) there?”</td>
<td>Halts and gives any reply which indicates the person or group is authorized to pass, e.g., ‘Friend’ or ‘Ally’.</td>
</tr>
<tr>
<td>b. “Advance one and be recognized”</td>
<td>Person or group leader advances. No reply.</td>
</tr>
<tr>
<td>c. “Halt” (Sentry holds person until recognition is complete.)</td>
<td>Person halts until recognized by the sentry. No reply.</td>
</tr>
</tbody>
</table>

### You need to know…

- What ground to watch.
- What to do if anyone approaches your post.
- The password.
- The direction of the enemy.
- Where their own neighbouring posts are.
- The names of landmarks in front of them.
- About patrols that may come in through or anywhere near their posts.
- The signal to fire if a sentry is manning a LSW laid on a fixed line.

### Passwords

The use of the password must be the last means of identification when other methods have failed. The password will always be in two parts each of two letters, for example:

Challenge — Sierra November  
Countersign — Oscar Whisky

If the two parts have some connection, as in the example given above, it is easier to remember. Passwords are changed daily at noon.