

STANDING ORDERS FOR SENTRIES OF THE MAIN GUARD

DELVILLE BARRACKS

APPENDIX A

1. The Guard Commander will read and explain the following orders to his guard when first mounting, and will ensure that all sentries are familiar with their duties before being posted.
2. Tour of Duty: 1830 hrs to 0600 hrs the following day. (see #29)
3. The Guard consists of two N. C.Os and nine men working three reliefs with beats and posts as follows:
 - (a) One man stationed at pedestrian gate N.W. of Officer's Mess.
 - (b) Two men covering the following beat every thirty minutes:-
From Guardroom north to Spider 6, east to 4 C.M.C., north between Garrison Theatre and Spider 12, east along Railroad, back to Guardroom.
From Guardroom to pedestrian gate N.W. of Officer's Mess, passed M.T. Garage, east around Spider 5, south between Spiders 3&4, 1&2, back to Guardroom.
4. All reliefs will be properly posted and relieved by the Sgt. of the Guard.
5. Sentries will do two hours on duty, four hours off. In inclement weather this may be reduced to one hour on, two hours off, on instructions from the Adjutant, No. 1 Training Wing.
6. Duties of Sentry on Pedestrian Gate.
 - (a) During daylight challenge and identify all persons you do not recognize.
 - (b) By night challenge and identify all persons approaching your post.
 - (c) If not satisfied with identification cards, M.M. 1, etc., produced by persons challenged, direct them to proceed to main gate, or wait for sentries on beat and be escorted to Guardroom for identification. N.B.--(See "Notes for sentries on challenging and identifying passes" in sentry box and in Guardroom.)
 - (d) Keep a careful lookout for the start of a fire, and report to Guard Commander if you discover one. Also report to him any exposed lights you notice after blackout.
 - (e) Rifles will be carried at the "ORDER".
7. SPECIAL Duties of Sentries on Beat.
 - (a) Check blackouts - if you detect exposed lights in buildings warn occupants to correct the condition. Report your action to Guard Commander when you return to the Guardroom.
 - (b) Keep a careful lookout for the start of a fire. If you discover one shout "Fire", turn the alarm from the post nearest the fire, notify the Guard Commander, attack the fire with equipment at hand. Awaken any sleeping person who may be in danger.
 - (c) March on your beat with rifles SLUNG. Salute Officers by turning head and eyes to right or left as the case may be.

Instructions Common to all Sentries

8. Bombs, Flares, etc: Be on the alert for the falling of bombs and incendiaries and the presence of flares or the descent of paratroops. Immediately report such action to the Guard Commander.
9. Gas: Always be alert for the presence of gas. If you detect gas, other than spray, sound rattle (or shout "Gas") adjust facepiece, sound rattle again. Warn persons in nearby huts and report to the Guard Commander.
10. Care and use of Torch: You are given a torch (flashlight) for examination of spray detectors and identifications. If you damage it or lose it you will have to pay for it. Check it for faults before you accept it. It must NOT be used more than necessary. The light must not be directed upwards. The reflector must be dimmed by two thicknesses of tissue paper. 117