

DUTIES OF SENTRIES AT THEIR POSTS

Sentries are to stand **SHOULDERED** to all officers of any service passing by their posts. To any general and field officers, they are to **REST** their arms. However, when a sentry is posted on a general officer's quarters, he is only to **REST** to him and those of superior rank. To any of equal or inferior rank, he is only to **HANDLE** his ARMS or stand at the **SHOULDER**. Sentries are also to **REST** to the commanding officer - regardless of rank, and to all parties with arms marching by with the beat of drum (or NCO calling cadence). They also **REST** to any party carrying Colours - whether cased or flying. Artillerymen hauling cannons are also entitled to this honour. (Colours, drums and cannon are all considered "trophies of war. ") These compliments are to be paid only from the time of reveille-beating in the morning until retreat-beating in the evening; after which sentries are to take no notice whatever of officers.

When an officer addresses himself to a soldier at his sentry post, instead of recovering his firelock, he simply stands shouldered. After posting, the sentry may support his firelock or, if on a long duty, may order it. He must take care on the approach of an officer to shoulder in time to be perfectly steady when the officer comes up to him or passes immediately in front of him.

Once planted, a sentry is to receive no orders from any person except the officer or NCOs of the guard. He may not be relieved by any person but the corporal. Should an officer have a need to give orders to a sentry, he should do so through the corporal of the guard.

THE METHOD OF GIVING AND RECEIVING ROUNDS

(Ed. Note: This is a method of Making and Receiving Rounds as written by General, the Lord Percy and issued as a General Order during the Occupation of Boston during a time when Gen. Percy was commander of the Brigade in which the 23rd was serving. These are taken directly from the General Orders. Spelling and punctuation are as in the original.)

Head Quarters at Boston 12th July 1774

A Guard consisting of 1 Subaltern, 1 Serjeant, 2 Corporals, 1 Drummer and 20 privates, to be mounted to morrow in the rear of the encampment, as near as possible to the Center. This Guard will post Centinels [sic] in such manner, as with the Centinels [sic] of the present Camp Guards, shall form a chain round the whole encampment.

The Field Officer of the Picquet will see Centeniels [sic] properly posted for the purpose, and so as to prevent people coming into the Camp who have no business there; and prevent boats landing in the rear at nights.

On Marching Mane:wes

As the Regiments in Camp differ in the manner of going their rounds, and receiving them [and] giving out the Countersign etc., in order they may be uniform in these respects, they will pursue the following directions

- 1st The Centinels to have the Countersign given them after Picquet mounting, and to demand it from all rounds, and other parties with arms. They are to challenge distinctly, and with spirit, but not too loud, and being answered what the party is, they will call out "Stand, Grand or visiting Rounds, or Patroles [sic] (as the Party shall happen to be) advance Serjeant with the Countersign;" on the Serjeant's advancing within six yards of them, the Centinels [sic] will charge their bayonets till the Countersign is given, and then call out, "Pass Grand, or visiting Rounds, or Patroles" [sic] at the same time resting his arms as the party passes his post.
- 2nd The Centinels [sic] posted at the several Guards, are only to order the Rounds to stand, and then call out to the guard to turn out.
- 3rd The Field officer of the Picquet will go The Grand Rounds through the whole Camp: the Captains and Subalterns will go the visiting Rounds, through their respective Regiments; but the Captains only; (and not the Subalterns) are to visit their Quarter Guards. The field [sic] Officer will settle the hours that he would have the Captains and Subalterns go the visiting Rounds, and go the Grand rounds at the hour he thinks best; but fix so, that the rounds may not go at the hours of relief; he will take his party from what Picquet he chuses [sic]; the Captains and Subalterns from their own Picquets.
- 4th upon the approach of the Grand rounds the Centinel [sic] at the Quarter Guard challenges, "who comes there ? " The Serjeant of the rounds answers, "Grand rounds, " the Sentry replies, "Stand Grand rounds, Serjeant turn out the Guard" which being done, the Officer of the Guard detaches his Serjeant and four men, who again challenges, "who comes there ?, " the rounds answer him, "Grand rounds, " the Serjeant then replies "Stand Grand rounds, advance Serjeant with the Countersign: " upon which the Serjeant of the rounds, with the right hand file of the Escort advances and gives the word to the other, who returns with it to the officer (leaving his four men behind Him) and giving him the countersign, immediately returns to his 4 men, orders them to open outwards to the right and left; on which the Officer of the Guard calls "Advance Grand rounds, " and orders his men to rest their firelocks; passing thro the Serjeants Escort which likewise rest to them as they pass the officer of the Grand rounds, receives the Parole from the Officer of the Guard, and asks him such other questions as he thinks proper. The same rules (are) to be observed by the Serjeants Guards, with the difference, that the Corporal is detached with two men to receive the Countersign, and that the officer of the rounds receives the Countersign from the Serjeant instead of the Parole.
- 5th: The Corporals on Guard are carefully to explain all orders to the sentries when they post them, particularly to young Soldiers.
- 6th: Sentries are on no account to enter into conversation with the inhabitants that come near their posts: such only in the night, the challenge and on being answered order them to pass.
- 7th: Officers Commanding companies, will see that their men be properly instructed in the above duties.

(Ed Note: If the Grand Rounds detachment is too small to allow a full compliment, the Officer may perform the Serjeant's role.)

SOME ADDITIONAL NOTES ON FORMATIONS

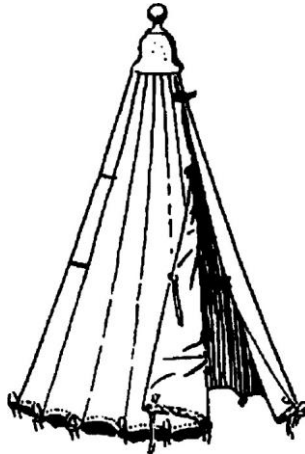
BATTALION FORMATIONS:

All battalion formations will be done at the place where the drum signals are being beat. In the absence of musick, the troops will form where the officer or non-commissioned officer calling for the formation is standing. There will be no forming as separate companies and marching to the battalion formation. This generally wastes time.

FORMATION DISMISSAL:

Upon being dismissed from formation, one corporal is to be posted to each camp area to insure that all troops clean and properly maintain their firelocks. This does not mean a thorough, detailed cleaning, but a good swabbing of the bore, wiping down of the barrel and lock, lubrication of all metal parts and repair of any deficiency noted during the day's activities. Particular care is to be taken to check the condition of flints. The corporal will then post at the bell of arms to insure that the arms are placed in it properly. This will prevent any damage to the tent and will make removal of the arms much easier. The corporal should also ensure that the locks have been lowered from half-cock to relieve pressure on the main-spring. Those corporals are to be chosen by the company serjeants. Experienced Fusiliers may be designated in the absence of corporals or serjeants.

There are many other evolutions and maneuvers with which the officers and NCOs must become familiar. Section 7 the "Light Infantry Drill" contains additional evolutions.



SOUNDS of the DRUM

It is necessary that all troops know the sounds and beating of the drum since that instrument regulates a soldier's day. Some of the beats and their meanings are:

The General: All troops make ready to march. Strike and pack tents.

The Assemble: Fall in at the colours or other designated formation site.

The March: Commands them to move.

The Reveille: Warns the soldiers to rise; the sentries may cease challenging

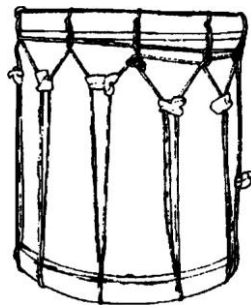
The Troop: Assembles the men together. (This one is to assemble wherever the musick is located, usually at the end of the company street. This call is used for "routine" assembly for such things as roll call and inspection. That is the difference from the Assemble which is usually meant to be under arms.)

The Retreat: Beat at sunset, this call also used for roll call as well as reading of orders of the day and to warn the men for duty.

The Tattoo: Literally, it was a signal for tavern owners and sutlers to turn the "taps too" or shut of the sale of alcoholic beverages to the troops. It was normally beat at nine o'clock pm in the winter and ten pm in the summer as a signal for the soldiers to repair to their quarters. Non-commissioned officers were to call the rolls of their sub-divisions and every man was to remain in quarters until Reveille.

To Arms!: Also referred to as "the long roll" was beat to alarm the camp. At its sound, all soldiers were to "stand to" their arms or to repair to their alarm posts.

The Parley: Also referred to as the Chamade was the beating of Church Call during an action to signal the enemy that a conference was desired.



SOME SPECIFIC DRUM SIGNALS

Turn or face to the RIGHT
Turn of face to the LEFT
To the RIGHT About
To the LEFT About
WHEEL to the RIGHT
WHEEL to the LEFT
WHEEL to the RIGHT
About
WHEEL to the LEFT
About
To FRONT
Make
READY
Cease
FIRING
MARCH
Quick Pace
Charge BAYONETS
Form Battalion
Ease your ARMS
Secure your ARMS
Shoulder your ARMS
To call the Adjutant
To call a Serjeant or
Corporal of each
company

To call ALL serjeants
and corporals
To assemble the
pioneers
To assemble
drummers and fifers

I single stroke and a flam 2 single
strokes and a flam

3 single strokes and a flam

4 single strokes and a flam

Roll, I single stroke and a flam Roll, 2
single strokes and a flam

Roll, 3 single strokes and a flam

Roll, 4 single strokes and a flam

Strong double flam
 Preparative
 General
 March
 Quick March
 Point of War

To Arms
 Tow row-dow
 First part of Tap-too
 Last part of the Tap-too
 First part of the Troop

Drawings by Eric Schnüzae

Fifer of the Light Infantry Company of the 23rd Regiment

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3 rolls, 6 flams
 3 rolls, 9 flams
 Pioneer's March
 Drummer's Call

