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Chapter 6

FIELDCRAFT

SECTION 1. — INTRODUCTION

General

0601. Fieldcraft is the name given to the skill which enables a cadet to carry out a variety of military activities with maximum efficiency whilst moving across country by day and by night. The standard which a cadet achieves must partly depend on his ability in Skill at Arms and Use of Map and Compass.

0602. In order to achieve the aim of training as stated in the syllabus it is necessary to study and practise basic military tactics only at section level and no higher. For this reason and because of the limited time available for training, the contents of this chapter include only section drills for the attack and patrol's roles. Defence and withdrawal are omitted. However Volume II Chapter 5 covers 'Platoon Battle Drills' and 'The Platoon in Defence'.

0603. Section 21 — The Organization of the Section and Its Place in the Battalion, is included to give cadets a glimpse of the "whole" whilst studying the details of section training.

0604. The dress for Fieldcraft lessons will always be uniform with web equipment for those done outside and usually for those done inside except when they are of a classroom nature, i.e., such lessons as Section 8. — Introduction to Night Work.

Organization of Instruction

0605. Instructors are allowed latitude in the method they adopt to teach the various lessons provided they do not deviate from the facts and drills laid down. Fieldcraft, properly presented is an interesting subject and presents a challenge to the cadet.

0606. Fieldcraft is best taught by means of demonstrations, including films, explaining to the cadets what they are seeing and then confirming by practice as soon as possible.

0607. Demonstrations must be carefully prepared and rehearsed whether they are on a big scale, or just the instructor showing his squad how to crawl. Poor demonstrations are of little value.

0608. Practice periods can be repeated according to progress made.

0609. Fieldcraft does not lend itself to strict 30 minute periods. Some lessons and practices need far longer and others are best combined into a day and night exercise.

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Safety Precautions

0610. Before every lesson, all weapons, magazines, drill cartridges, spare parts wallets, containers and cadets' pouches must be inspected to ensure that no live ammunition is present.

0611. *Reserved.*

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SECTION 2. — PERSONAL CAMOUFLAGE AND CONCEALMENT

A. INSTRUCTOR'S NOTES

Aim

0612. *To demonstrate and practise personal camouflage and concealment.*

Timings

0613. *One 30 minute period.*

Method

0614. *A basic instructional outdoor period.*

Stores

0615.

Rifles

Camouflage cream or burnt cork

*Improvised camouflage materials such as sacking,
foliage and grass*

Signal flag

Whistle

Preparation

0616. **a.** *Group several squads together for the demonstration, and use cadet NCOs as demonstrators.*

b. *Choose ground with all types of cover on it — hedgerows, walls, bushes, folds, banks etc.*

c. *The demonstration, which must be rehearsed beforehand, should be arranged to illustrate situations such as those shown in the pictures in this Section. The wrong and the right way should be shown and cadets should be made to search the area to discover them.*

d. *It is possible to demonstrate and practise personal camouflage indoors but not the rest of the lesson.*

B. CONDUCT OF THE LESSON

Preliminaries

0617. *Safety Precautions.*

Introduction

0618. You must know how to camouflage and conceal yourself or you will be easily seen.

Demonstration

0619. *Explain and demonstrate:* The tone and colour of the hands, neck and face and the shape, surface and silhouette of the pack, must not contrast with their backgrounds. To avoid these contrasts:

- a. Put camouflage cream, mud, burnt cork, or something similar on the face, neck and hands; put on more for night work than for day (see Fig 150).
- b. Tie string across the pack, and use it to hold foliage, etc to break up the pack's outline.
- c. It may be necessary to camouflage the weapon by binding scrim or hessian round shiny metal parts; but be careful that none of it blocks the view over the sights.



Too Much

Too Little

Just Right

Fig 150. — Camouflage for Daylight

0620. Divide the cadets into pairs, and make each pair practise personal camouflage as master and pupil, while the NCOs move to their places for the next part of the demonstration. Explain and demonstrate:

- a. Look round or through cover, rather than over it; if it is necessary to look over it, try not to break a straight line (see Fig 151).
- b. Avoid skylines (see Fig 152).
- c. Choose a background to match your clothes (see Fig 153).
- d. Use shadow, and remember that when in the sun, your own shadow is very conspicuous, and that shadows move with the sun (see Fig 154).

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- e. Avoid isolated cover; the enemy is likely to watch it, and it is easy to give a fire control order on to it (see Fig 155).
- f. Try not to be seen going into or leaving cover.
- g. Move stealthily.



Fig 151. — Look Round or Through, Not Over Cover

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Fig 152. — Avoid a Skyline



Fig 153. — Choose a Suitable Background

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Here

Not Here



Not Here
Leaning
Out of
Window

Here
Inside
Room
Where
Difficult
To See

Fig 154. — Use of Shadow

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Not Here

Here

Fig 155. — Avoid Isolated Cover

Conclusion

0621. *End of Lesson Drill.*

- a.** *Questions to and from the squad.*
- b.** *Sum up the demonstration.*
- c.** *Stress again that the aim of camouflage and concealment is to escape observation.*
- d.** *Look forward to the next lesson.*

0622. *Reserved.*

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SECTION 3. — PERSONAL CAMOUFLAGE AND CONCEALMENT — PRACTICE

A. INSTRUCTOR'S NOTES

Aim

0623. *To practise personal camouflage and concealment.*

Timings

0624. *One 30 minute period.*

Stores

0625.

*Camouflage equipment
Pointer staff
Rifles
Rifle rests*

Miscellaneous

0626. *Choose a piece of ground with all sorts of cover on it.*

B. CONDUCT OF THE LESSON

Preliminaries

0627. ***Safety Precautions.***

Approach

0628. This is a period to practise camouflage, concealment and observation.

Practice

0629. Tell the cadets to camouflage themselves working in pairs.

0630. Divide the cadets into two teams; give the first team five minutes to conceal themselves in positions from which they can observe the second team; give them a piece of ground to work in, and tell them that their position must be between 50 and 100 metres away.

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0631. At the end of five minutes, get the second team to search the ground where the first team is concealed. When one of them spots a cadet of the first team, he should tell you and his teammates, and say what it was that gave him away.

0632. If any members of the first team are not spotted after a reasonable time, signal them to move about until they are.

0633. Collect all the cadets together, discuss results, and repeat the practice with the teams changed around, and on different ground.

Conclusion

0634. ***End of Lesson Drill.***

- a. *Questions to and from the squad.*
- b. *Sum up.*
- c. *Look forward to the next lesson.*

0635. *Reserved.*

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SECTION 4. — MOVING WITH AND WITHOUT RIFLE

A. INSTRUCTOR'S NOTES

Aim

0636. *To teach cadets how to move with and without rifles.*

Timings

0637. *One 30 minute period.*

Stores

0638.

Rifles

Miscellaneous

0639. *A stretch of hard road is needed for the cadets to practise walking on silently.*

B. CONDUCT OF THE LESSON

Preliminaries

0640. ***Safety Precautions.***

Introduction

0641. It is necessary to know the best way to move making maximum use of cover so that it is possible to get close to your objective without being detected. Select the most suitable method of movement according to the type of cover encountered.

Methods of Movement

0642. *Explain and demonstrate each method:* Divide the cadets into pairs, and make them practise the method that they have just seen as master and pupil, first without equipment and later, if time permits, wearing equipment.

0643. ***The Monkey Run*** (see Fig 156).

- a. It is simply crawling on hands and knees.
- b. It is useful behind cover about 600 mm (2 feet) high.
- c. It is possible to go quite fast but only at the risk of noise.
- d. To be quiet, always choose a place where there are no twigs to crack. Put the hands on the ground and then the knees exactly where the hands have been.

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- e. Keep the backside and head down, but observe.
- f. With a rifle, hold it at the point of balance with one hand and see that no dirt gets into the muzzle.



Fig 156. — The Monkey Run, With and Without a Rifle

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Fig 157. — The Leopard Crawl, With and Without a Rifle

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0644. ***The Leopard Crawl*** (see Fig 157).

- a. It is crawling on elbows and the inside of the knees.
- b. It is useful behind very low cover.
- c. Propel yourself along by alternative elbows and knees, and roll the body a little as you bend each knee; or let one leg trail behind, and use only one knee. Keep the heels, head, body and elbows down, but observe.
- d. With a rifle, hold it with the right hand on the pistol grip and the left hand on the hand guard.

0645. ***The Roll*** (see Fig 158).

- a. It is often the quickest way of getting away from a spot, such as a crest line, when seen by the enemy.
- b. Roll with the arms and the rifle, close in to the side.



Fig 158. — The Roll, With and Without a Rifle

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0646. **The Walk** (see Fig 159).

- a. Hold the rifle in the alert position so that it can be used instantly. The whole attitude must be alert, with the head up in order to observe.
- b. To be really quiet on hard ground, put the edge of the sole of the boot down first. To help the balance, keep the knees slightly bent.



Fig 159. — The Walk

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Conclusion

0647. ***End of Lesson Drill.***

- a. *Questions to and from the squad.*
- b. *Sum up.*
- c. *Look forward to the next lesson.*

0648. *Reserved.*

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SECTION 5. — MOVEMENT AND OBSERVATION — PRACTICE

A. INSTRUCTOR'S NOTES

Aim

0649. *To give practice in movement and observation.*

Timings

0650. *Four 30 minute periods.*

Stores

0651.

Rifles

Flags

Camouflage materials

Rifle rests

Miscellaneous

0652. a. *The practice can be run as a competition.*

b. *Choose a course about 50 metres long, and divide it into four equal sections; mark the end of each section with a flag. The course should entail crawling on hands and knees, and on elbows and knees, and crossing a small gap. A skilful, agile cadet should be able to complete it in ten minutes without being seen.*

B. CONDUCT OF THE LESSON

Preliminaries

0653. *Safety precautions and personal camouflage.*

Approach

0654. The aim of this period is to give realistic practice at moving and observing.

Explanation of the Practice

0655. Paint a simple tactical picture and point out the route and the flags, and that a NCO is observing from the last flag.

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0656. Explain the marking, how the competition will work, and the time limit.

0657. Start the cadets off one by one at intervals. If a cadet is seen, tell him why, and let him try again. Cadets who succeed should stay near the last flag and observe.

Conclusion

0658. ***End of Lesson Drill.***

- a. *Tell the cadets who won.*
- b. *Questions to and from the squad.*
- c. *Sum up.*
- d. *Look forward to the next lesson.*

0659. *Reserved.*

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SECTION 6. — ELEMENTARY OBSTACLE CROSSING

A. INSTRUCTOR'S NOTES

Aim

0660. *To teach cadets how to get over obstacles.*

Timings

0661. *One 30 minute period.*

Stores

0662.

*Rifles
Wire cutters or pliers
Hessian
Wood*

Miscellaneous

0663. *Choose a piece of ground which has as many of the obstacles at paragraphs 0667 – 0670 below as possible. If this is not possible use initiative to make up something similar.*

B. CONDUCT OF THE LESSON

Preliminaries

0664. ***Safety Precautions.***

Approach

0665. It may be necessary to cross obstacles when moving across country. Providing the cadet has been trained and practised in this skill and he works as a member of a team this will present no great problem.

How to Cross Obstacles

0666. Move from obstacle to obstacle, explaining and demonstrating at each; then make the cadets try for themselves.

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0667. **Wire.**

- a. Crawl under it if possible.
- b. It may be possible for someone to lie on the wire and flatten it down a bit, and for the others to climb over his body.
- c. To cut wire, get someone to hold it on both sides of the cutter, to prevent it flying apart, making a noise and possibly hitting the face.

0668. **Gates and Wooden Fences.** The best way is to crawl under them; the next best thing is to vault over them.

0669. **Walls.** Help one another up and roll across the top, keeping flat. Be careful of weapons; do not drop them over the wall.

0670. **Ditches, Streams, Hedges and Gaps.** These are likely to be covered by fire; cross them as fast as possible.

0671. Give the cadets practice over the whole course. They should work on their own, or in teams of two or more, according to the obstacle. See that they get into fire positions and observe when they have crossed an obstacle.

Conclusion

0672. **End of Lesson Drill.**

- a. *Questions to and from the squad.*
- b. *Sum up what the cadets have achieved.*
- c. *Look forward to the next lesson.*

0673. *Reserved.*

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SECTION 7. — CROSSING OBSTACLES — PRACTICE

A. INSTRUCTOR'S NOTES

Aim

0674. *To practise teamwork over obstacles.*

Timings

0675. *Four 30 minute periods.*

Stores

0676.

Rifles

Camouflage materials and those for Section 6 above

Miscellaneous

0677. a. *This practice is not the same as an assault course.*

b. *Prepare a course with various types of obstacles on it.*

B. CONDUCT OF THE LESSON

Preliminaries

0678. *Safety precautions and personal camouflage.*

Approach

0679. Obstacles will not be crossed without confidence and determination. Constant practice gives confidence.

Practice

0680. Practise the cadets either in:

a. Groups.

b. Sections, teams or patrols.

c. Competitions, which should be non-tactical, and judge results by speed and care of arms.

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Conclusion

0681. ***End of Lesson Drill.*** *Sum up what has been achieved.*

0682. *Reserved.*

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SECTION 8. — INTRODUCTION TO NIGHT WORK

A. INSTRUCTOR'S NOTES

Aim

0683. *To provide a basic introduction to night work by teaching the facts of night vision.*

Timings

0684. *Two 30 minute periods.*

Method

0685. *A basic instructional period to be taught in a room with a total blackout facility, with normal lighting replaced by red light bulbs of 60 watts or less.*

Stores

0686. *This lesson is taught in a darkroom equipped with a panorama box. At the back of the box there is a 6-watt bulb, connected in series to a 10-ohm rheostat and a battery, all of which is enclosed except for a pin hole at the front. Against the front of the box is a panorama. The light throws silhouettes of the panorama onto a wall 4.5-6 metres (15-20 feet) away (see Fig 160).*

0687. *Red light bulbs replace the normal lighting of the darkroom. The power of the bulbs should not exceed 60 watts. Blackboards or drops will be required. If a blackboard is used, yellow and red chalk will show well under light. If a drop is made on white paper, black ink only should be used. A torch showing a pin hole of red light. A simple stand to hold the torch will be found to be a useful aid.*

Instructional Knowledge

0688. *It is essential that this period is taught before any night training. In teaching cadets it may be necessary to allow an extra period for the subject. If an extra period is allowed, all the teaching should take place in the first period, following the lesson as it is written. The second period should be devoted to confirmation of the facts taught. For this a new panorama must be used.*

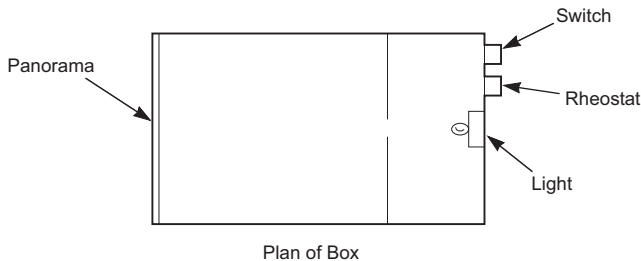
0689. *The lesson has been designed to be taught under red light to allow the instructor to make full use of diagrams and the class to take notes. It will also impress upon cadets the value of red light as a means towards adaptation and as a method of preserving night adaptation when having to work under light.*

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Preparation

0690. Before the lesson starts, set the rheostat so that the panorama will become visible after four to five minutes.

0691. The panorama is switched on. When the class is seated, the door is closed and the room lights are switched off.



Example of Panorama

Fig 160. — The Panorama Box

B. CONDUCT OF THE LESSON

Approach

0692. Cadets will not only be required to work by day but also at night, especially when they are carrying out the duties of a sentry or acting as members of a patrol.

0693. Normally cadets are not used to moving and observing at night without the aid of artificial light. They find it difficult to see in darkness because their eyes do not work the same way as they do in daylight. *(At this stage the panorama should just be visible.)*

0694. On the wall in front is a panorama which has been there all the time. It could not be seen at first because the eyes were not adapted to darkness. Even now the details are not clear but in another half hour every detail will be clear.

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0695. The aim of this period is to show why this is so, and how to use the eyes correctly at night.

0696. Leave the panorama on. Switch on the room red light and continue the period under red light.

Night Vision

0697. Using a diagram, describe the human eye (see Fig 161).

0698. The eye has two sets of light sensitive cells which are used for seeing; one set by day (cones) which are in the centre of the eye, and the other set by night (rods) which are placed around the day cells.

0699. The day cells need strong light to function. They will work in moonlight, but under worse conditions of light they are useless. The night cells are very sensitive to light and will work when the day cells can no longer see. There is normally no use for night cells by day because when looking straight at something the light entering the eye strikes the day cells only.

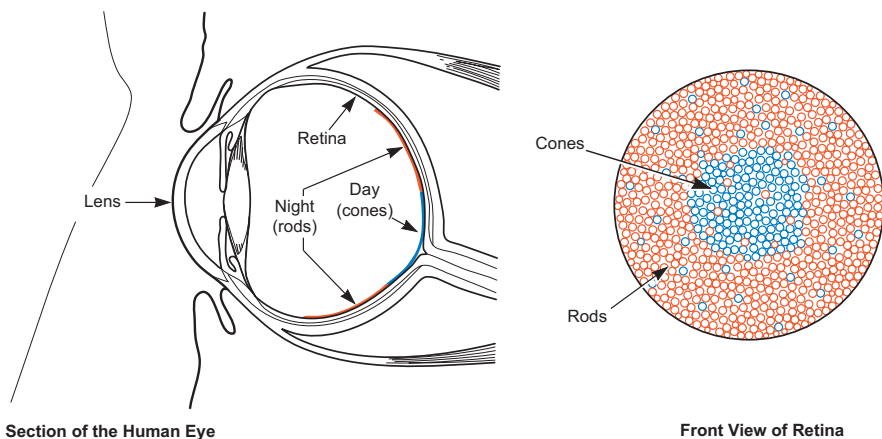


Fig 161. — The Human Eye

06100. Most people have this ability to see in the dark, whether their day vision is perfect or not. Constant training and practise will improve night vision. The ability to see at night can be affected by colds, headaches and tiredness.

Adaptation

06101. The change-over from seeing with day cells in strong light to seeing with the night cells in darkness is known as night adaptation. It is a slow process for the night cells take about 30 minutes to become completely efficient. There is no short cut to this. An alternative to sitting in darkness for 30 minutes waiting for adaptation is to remain under red light for the same period of time. This will produce almost complete adaptation, and will allow work to be done during the waiting period. This will be seen for yourself during this period.

06102. The night cells are weak and tire quickly. Once adaptation has taken place, it is not possible to stare at an object without vision becoming blurred for longer than 4- 10 seconds. The angle of sight must be changed to allow the cells to rest.

Off-Centre Vision

06103. The day cells are in the centre of the eye. At night when looking at an object very little will be seen because these cells cannot work in poor light. The night cells must be used to see at night. They are around the day cells so this means looking at an angle (6-10 degrees) away from the object. This is called off-centre vision (see Fig 162).

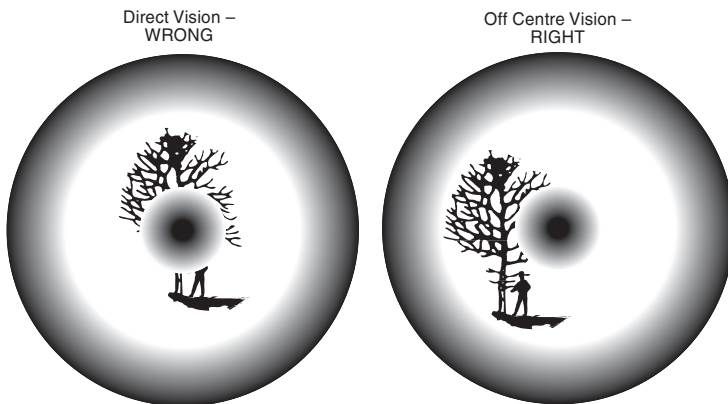


Fig 162. — Off-Centre Vision

06104. Having identified an object using off-centre vision, it is possible to look directly at it for a few seconds before its image disappears. This is a useful aid to shooting at night.

06105. When observing at night it is possible to scan the ground using the method used in daylight. In order to study an object or piece of ground in greater detail, it is better to scan using a "figure of eight" technique, which makes full use of off-centre vision (see Fig 163).

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Fig 163. — Night Scanning

06106. At this stage switch off the red lights. The panorama should now be clearly visible to all. Discuss the identity of each object on the panorama, bringing out the following points:

- a. All objects are seen by silhouette, so the observer must be close to the ground to obtain a sky line.
- b. No detail or colour can be seen.
- c. Judging distance is impossible.

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Protection

06107. Any bright lights will spoil night adaptation. A match flame or a muzzle flash will spoil it for several seconds. An illuminating flare will ruin night vision. It must become an instinctive reaction to cover one eye when faced with any light at night. This will preserve part of the night vision.

06108. Make every cadet cover one eye. When they have done so, send them outside into daylight for a minute or two to spoil the night adaptation to the uncovered eye. When the class is back in the dark room do not allow them to uncover their protected eye until they have discovered that their unprotected eye has lost its night adaptation.

06109. By switching the red lights on and off, show that red light does not affect night vision.

06110. Switch off the red lights and the panorama.

Staring

06111. Switch on the red torch and place it on a stand facing the class. Go quietly to the room switch, and when they describe the light as moving, prove by turning on the lights that it never moved.

06112. If any single point of light or a prominent object is stared at for too long, it will seem to move. This is the reason why a sentry imagines that he is being stalked at night and sometimes fires without apparent reason. This can be prevented by "placing" the object against something else, such as a finger at arm's length.

Conclusion

06113. ***End of Lesson Drill.***

a. *Questions to and from the class.*

b. *Sum up on four main points:*

(1) *Adaptation.*

(2) *Off-centre vision.*

(3) *Protection.*

(4) *Staring.*

c. *Mention that while night vision will never be as good as day vision, it is possible to see at night; it is vital for a cadet and that it is essentially a matter of practice.*

06114 – 06118. *Reserved.*

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SECTION 9. — ELEMENTARY NIGHT MOVEMENT

A. INSTRUCTOR'S NOTES

Aim

06119. *To teach cadets in daylight how to move at night, what to do when caught in the open by flares or Verey lights or any white light, and how to keep direction at night.*

Timings

06120. *One 30 minute period.*

Method

06121. *A basic instructional outdoor period.*

Stores

06122.

Rifles

*Darkened glasses or goggles, or something with
which to blindfold the cadets*

Landscape targets

Chalkboard

B. CONDUCT OF THE LESSON

Preliminaries

06123. ***Safety Precautions.***

Approach

06124. **a.** At night people hear more than they see, so silence is vital. To move silently at night movement must be slow. Rubber soled shoes are a help on hard ground.

b. A night patrol must be silent on the move and must stop frequently to look and listen. It must halt in cover or shadow and, if there is none, the members of the patrol must lie down. By lying down they are not silhouetted against the sky but, on the other hand, other things will be silhouetted from their point of view. When lying down members will be able to keep their ears to the ground thus being able to hear any other movement. When hearing a noise whilst on the move members of a patrol should freeze whilst looking and listening and then, if necessary, slowly and silently lie down or take cover.

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Moving at Night

06125. *Explain and demonstrate the three ways of moving silently at night; make the cadets practise each way in turn.*

06126. **The Ghost Walk.** Lift your legs high to avoid long grass, and sweep them outwards. Feel gently with your toes for a safe place to put the feet. Make sure one foot is safe before moving the other. Keep the knees a bit bent. Carry the weapon in the alert position in open country. In close country carry it in the front slung carriage position using the sling, leaving the hands free to feel for obstacles in front above waist height.

06127. **The Cat Walk.** Crawl on hands and knees; search the ground ahead for twigs with the right hand. The weapon is supported by the sling and held in the right hand.

06128. **The Kitten Crawl.** Often the only way to get accurate information is to get close to the enemy, which means keeping low and quiet. The leopard crawl is too noisy, but the kitten crawl is very quiet, though it is slow and tiring and needs a lot of practice. Lie on the stomach, search the ground ahead for twigs with the right hand, lift the body on forearms and toes, press it forward, and lower it on to the ground; the weapon is supported by the sling and held in the right hand.

06129. *Practise all three movements.*

Action When Caught by Enemy Lights

06130. When a Verey light flare is used to light up an area a cadet who is a member of a patrol may be caught in the light. He must take the following action:

a. If there is little cover about it is usually best to take cover or lie down the moment you see the light.

b. In close country it is best to freeze. If still the background makes it hard to see. If spotted get to cover quickly.

06131. When a trip flare is set off by a member of a patrol the action to be taken by those in its light is to move away as quickly as possible out of the lighted area.

06132. *Practise the squad.*

Aids to Keeping Direction

06133. *Explain:* It is often hard to keep direction at night, in fog or in close country. Some of the aids to keeping direction are:

a. The compass, map and air photographs.

b. A rough sketch copied from a map or air photograph.

c. Keeping two prominent objects in view.

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- d. Using a series of easily recognizable landmarks, each visible from the previous one.
- e. The stars and also the sun and moon if the nature of their movement in the sky is understood.
- f. Memorizing the route from a map or air photograph. Helpful details are the direction of streams, distances between recognizable features coupled with pacing, and the course of contours.
- g. Trees in exposed country tend to grow away from the direction of the prevailing wind. Moss may grow on the leeward side of the tree trunks.
- h. Remembering the back view; patrols and others who may have to find their way back should look behind from time to time and pick up landmarks to remember for the return journey.
- i. Leaving direction marks on the outward journey; these may be pegs, small heaps of stones or blazed trees.
- j. If the route is being walked by day by cadets who are to guide along it by night, they must take note of skylines and objects or features which they will be able to recognize in the dark.

Conclusion

06134. ***End of Lesson Drill.***

- a. *Questions to and from the squad.*
- b. *Sum up.*
- c. *Look forward to the next lesson.*

06135. *Reserved.*

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SECTION 10. — ELEMENTARY NIGHT MOVEMENT — PRACTICE

A. INSTRUCTOR'S NOTES

Aim

06136. *To practise cadets in moving at night and in taking the correct action when caught in the open by enemy flares.*

Timings

06137. *Two 30 minute periods.*

Method

06138. *A practical outdoor night period on a training area.*

Stores

06139.

*Rifles
Rubber soled shoes
Trip flares
16 mm mini flares
Camouflage materials
White tape or string
Torch*

Miscellaneous

06140. *Mark out with white tape or string a simple flare course, about 250 metres long across long and short grass, and road or hard ground.*

B. CONDUCT OF THE LESSON

Preliminaries

06141. *Safety precautions and personal camouflage.*

06142. *Revise night movements, and action when caught in the open by a flare or white light (Section 9).*

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Practice

06143. Start the cadets on the flare course, with two in the lead, the rest 10 or 15 metres behind with the instructor. Send up a light or flash a torch from time to time. Change the leaders often enough to give everyone a turn.

Conclusion

06144. ***End of Lesson Drill.***

- a. *Questions to and from the squad.*
- b. *Sum up.*
- c. *Look forward to the next lesson.*

06145. *Reserved.*

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SECTION 11. — OBSERVATION AT NIGHT — PRACTICE

A. INSTRUCTOR'S NOTES

Aim

06146. *To give cadets practice at observing at night.*

Timings

06147. *Two 30 minute periods.*

Stores

06148.

*Rifles
Range card for instructor*

Miscellaneous

06149. a. *Start the period just before sunset.*

b. *Choose an area with undulating ground, trees on a skyline, and all types of going.*

c. *Organize an enemy party on the following lines:*

(1) *Dress. Equipment and rifles, berets, rubber soled shoes if available.*

(2) *Rehearse the enemy and the instructors, and make plans for different weather and light.*

(3) *Instructors should have accurate range cards for use in Phase 1.*

B. CONDUCT OF THE LESSON

Preliminaries

06150. ***Safety Precautions.***

06151. *Put the enemy in position against varied backgrounds.*

Approach

06152. *Explain the aim.*

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Phase I (for combined squads)

06153. Give the cadets a simple tactical picture, and tell them to observe and find the enemy. Point out any prominent objects.

06154. As it gets darker, let the cadets discuss how different everything looks and get the enemy to move about; every now and then make the cadets take aim so that they find out how difficult it becomes.

06155. Practise judging distance as the light goes.

06156. Stress how difficult it is to see things in the distance, except against the sky.

Phase II (for separate squads)

06157. As soon as it is really dark, get one cadet to walk normally away from the squad, and to count his paces. As soon as no one can see him, stop him and ask him how many paces he has taken. Then send him another 50 metres or so away, and get him to walk towards the squad. Stop him as soon as anyone sees him, then call him back to the squad, and make him count his paces again.

06158. Stress the distance you can see at night, and the way things show up best against the skyline. Point out how easy it is to mistake bushes etc., for men at night, and how important it is, therefore, to study the ground carefully in daylight.

Phase III (for combined squads)

06159. *Explain:* Ears take the place of eyes at night, and you must learn to interpret night noises. If you want to hear better at night:

- a. Keep quite still, lean forward a bit, half open your mouth and turn one ear towards the sound.
- b. If you think there are people about, keep one ear close to the ground.
- c. Never cover your ears; it is like blindfolding yourself by day.

06160. Get the enemy to act appropriately, and point out how well a lighted match or cigarette shows up, what a noise a weapon can make, how the noise of talking and coughing carries, and how easy it is to underestimate distances and overestimate numbers.

Phase IV (for combined squads)

06161. Get the enemy, camouflaged and wearing berets and, if necessary, rubber soled shoes to try to approach unseen from a new direction. Warn the cadets to expect them.

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06162. Every time a cadet says he sees an enemy, order "Stop", send him out with an NCO to investigate, and to bring the enemy in if he is there. Start the enemy off again, and go on until they have all been spotted.

Conclusion

06163. ***End of Lesson Drill.***

- a. *Questions to and from the squads.*
- b. *Sum up.*
- c. *Look forward to the next lesson.*

06164. *Reserved.*

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SECTION 12. — IDENTIFYING SOUNDS AT NIGHT — PRACTICE

A. INSTRUCTOR'S NOTES

Aim

06165. *To give cadets practice at identifying noises at night.*

Timings

06166. *Two 30 minute periods.*

Stores

06167. *According to the list of noises chosen.*

Miscellaneous

06168. a. *Use ground that cadets do not know.*

b. *Rehearse the enemy and arrange how you will control them.*

c. *If necessary use half the squad as enemy for half the time, then the rest for the other half of the time.*

d. *The enemy must be out of sight of the observers.*

Approach

06169. *Explain the aim of the practice.*

B. CONDUCT OF THE LESSON

Practice

06170. Signal to the enemy to make each noise when you are ready for it; then ask the observers what the noise was, how far away, and in what direction.

06171. To make noises the enemy can do many things; for example, dig, rivet, knock in pickets, change magazines, open and close a rifle breech, load and unload various weapons, post sentries, talk and whisper, blow their noses, cough, crack twigs, knock a rifle against a steel helmet, cut wire, walk over all sorts of ground, fill sandbags, load a truck with jerricans, etc., and finally, after a period of silence, creep up on the observers.

Conclusion

06172. ***End of Lesson Drill.***

- a. *Questions to and from the squad.*
- b. *Sum up.*
- c. *Look forward to the next lesson.*

06173. *Reserved.*

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SECTION 13. — SENTRIES

INTRODUCTION

06174. 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 five 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. It is this latter situation that this section deals with.

06175. 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 an Alarm Post(s).
- c. The posting of sentries.

06176. 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.

06177. There will normally be one Alarm Post in a section and it is the area to which cadets will move automatically at a signal if danger threatens. In practice, as cadets will be resting or sleeping near the Alarm Post they will be at their positions in the Alarm Post 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 practice manning of the Alarm Post must be carried out.

06178. Because it is wasteful in numbers and unnecessarily saps cadets' energy, not all cadets need 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.

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- d. The name of landmarks in front.
- e. The procedure for challenging.
- f. Particulars of returning patrols.
- g. The password.
- h. Length of duty.

6179. A sentry's duty may be for half an hour and never more than two hours, and relief times of sentries at night will be staggered so that there is always one fresh sentry and one adapted to night vision.

6180. *Reserved.*

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LESSON 1. — DUTIES OF A SENTRY AT NIGHT

A. INSTRUCTOR'S NOTES

Aim

06181. *To teach a sentry's duties at night and subsequently to give cadets practice at moving, observing and acting as sentries at night.*

Timings

06182. *Two 30 minute periods.*

Stores

06183.

Rifles

Blank ammunition

Camouflage materials

Miscellaneous

06184. *Lay out a section post in front of the spectator's stand, and rehearse a demonstration party.*

B. CONDUCT OF THE LESSON

Approach

06185. *Explain:* 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

06186. *Explain:* 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.

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(2) What to do if anyone 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 names 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 laid on a fixed line.

Challenging

06187. *Explain:* As a night sentry the most difficult job is challenging anyone approaching a post. The correct procedure is:

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

Passwords

06188. 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 to 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.

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06189. 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, they will be easier to remember but this connection must not be so obvious that an enemy may guess the countersign. Passwords are changed daily at noon.

Demonstration

06190. Give a simple tactical picture and stage a series of demonstrations, with commentaries, to show how sentries should not and should behave.

06191. **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 his position away unnecessarily.

06192. **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 a 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 sentries and section cover the patrol; one sentry challenges.

06193. **Third Demonstration (wrong).**

- a. An enemy patrol approaches the post. As soon as the sentry sees them he shouts a challenge; the enemy get down, crawl to the position of observation and watch the post.
- b. *Question the squad and explain.* The sentry challenged too loud and at too long a range, and simply gave away the position of the post.

06194. **Fourth Demonstration (wrong).**

- a. The same enemy approach. The sentry challenges quietly at a sensible range but does not wake the section commander; the enemy rush the post and mop it up.
- b. *Question the squad and explain the sentry's mistake.*

06195. **Fifth Demonstration (right).** The same enemy approach. As soon as he sees them the sentry rouses the section commander, who stands the section to. The

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sentry challenges quietly at a sensible range. The enemy turn and run; the section opens fire.

Practice

06196. Give the squad practice at challenging.

Conclusion

06197. **End of Lesson Drill.** *Question the squad on 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.*

06198. *Reserved.*

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LESSON 2. — SENTRIES AT NIGHT — PRACTICE

A. INSTRUCTOR'S NOTES

Aim

06199. *To give cadets practice at moving, observing, and acting as sentries at night.*

Timings

06200. *Four 30 minute periods.*

Stores

06201.

Rifles

Camouflage materials

Miscellaneous

06202. *Choose ground with a variety of cover, background and going, and with some place where, if the stalkers stand up, the sentries can see them against the skyline or they are silhouetted.*

Preliminaries (daylight)

06203. ***Safety Precautions.***

06204. *Divide the cadets into two teams and each team into pairs.*

B. CONDUCT OF THE LESSON

Practice

06205. Post the pairs of one team as double sentries; and get the pairs of the other team to stalk their posts.

06206. Change the teams over at half time.

Conclusion

06207. ***End of Lesson Drill.***

- a. *Questions to and from the squad.*
- b. *Sum up.*
- c. *Look forward to the next lesson.*

06208. *Reserved.*

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SECTION 14. — GROUND AND COVER

A. INSTRUCTOR'S NOTES

Aim

06209. *To teach cadets about ground and cover so as to enable them to make the best use of it in practice.*

Timings

06210. *Two 30 minute periods.*

Stores

06211. *Landscape target if necessary (see paragraph 06212 below).*

Miscellaneous

06212. *This subject is best taught on a suitable convenient piece of ground but may be taught with the aid of a landscape target.*

Preparation

06213. *Choose a suitable piece of undulating ground with trees, hedges and undergrowth. If it does not exist, arrange for a landscape target.*

B. CONDUCT OF THE LESSON

Approach

06214. *Explain:* The success of all military operations at section level depends on the principle of fire and movement being applied to the particular type of country over which the operation is to take place.

Ground Appreciation

06215. *Explain:* In open country the problem is how to find cover; in close country there is the difficulty of finding positions with good observation and fields of fire. In attack or defence, the skilful use of ground can help to gain surprise and save lives. Much practice is therefore needed in developing an eye for ground. Ground should be considered from the enemy's point of view as well as your own. It should be appreciated under the following headings:

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- a. Fire and observation positions.
- b. Cover from fire and view.
- c. Obstacles.

Fire Positions and Observation Positions

06216. *Explain:*

- a. *Fire Position.* A fire position is one which allows the firer to observe the whole area over which he is required to fire from an aimed position. It is to provide cover from view, but in the event of it being seen it must also provide cover from enemy fire.
- b. *Observation Position.* An observation position is one from which the observer must be able to see, but from which it may not be possible to fire for the reason in a. above.

Cover From Fire and View

06217. *Explain:* Cover from view is often not cover from fire, especially if the move to cover has been seen by the enemy. Concealment from enemy air and ground observation is the chief means of gaining surprise. Some of the main types of cover are:

- a. Undulating ground which is the least obvious form of cover; when skilfully used it protects from direct fire and gives no ranging marks to the enemy.
- b. Sunken roads, beds of streams and ditches which give good cover from view and often from fire as well. However there is always a danger that the enemy may pay special attention to them; they may be mined or booby trapped and precautions against ambush must be taken. If the roads or ditches are straight, the enemy will be able to fire down them in enfilade.
- c. Hedges and bushes which give cover from view but not from fire. In open country they may make good ranging marks for the enemy.
- d. Standing crops which give cover from view but movement through them can generally be detected.
- e. Woods which give cover to men and vehicles from enemy air and ground observation. They give some protection from small arms fire but the bombs and shells will explode in the branches of trees and will cause heavy casualties unless troops are dug in and have overhead protection.
- f. Buildings and walls which afford concealment and protection from small arms fire and shell splinters. When isolated they make good ranging marks for the enemy.

Dead Ground

06218. Ground which a cadet cannot see from his position is called dead ground. Section commanders should be able to recognize ground which is likely to be dead to the enemy. Ground can only be described as dead in relation to the position of an observer as in the example, "the track junction is dead to the enemy in the farm house". Cadets under cover or in dead ground are safe from enemy observed fire but not from indirect fire. These areas are always likely to be selected by the enemy as defensive fire tasks for his artillery and mortars (see Fig 164).

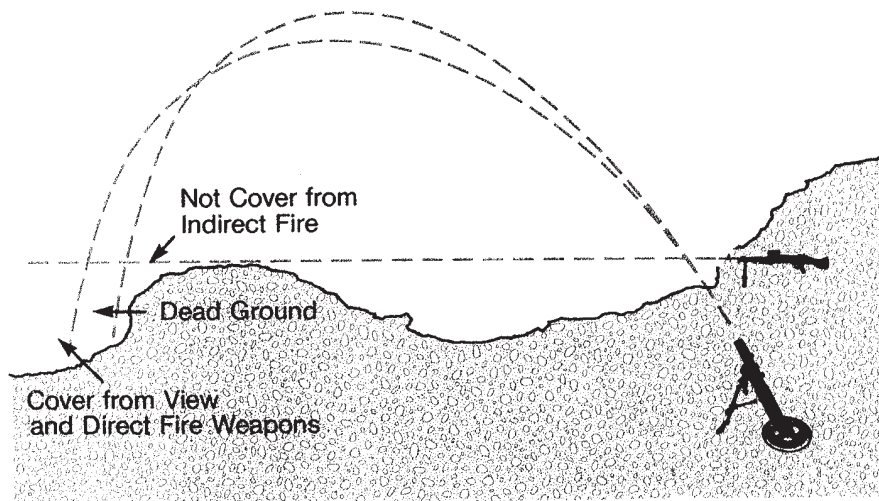


Fig 164. — Indirect Fire Into Dead Ground

Obstacles

06219. When deciding how to deal with an obstacle it is necessary to plan on the basis that it will be under constant enemy surveillance and that enemy fire can be directed on to it instantly in an emergency. It ceases to be a serious obstacle when there is the time and opportunity to cross it without interference.

Common Mistakes

06220. *Explain:* The wrong use of ground may lead to casualties and loss of surprise; some common mistakes are:

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- a. Carelessness by officers or NCOs while making a reconnaissance, such as unfolding a map in the open or not using a covered approach to an OP.
- b. Unnecessary movements in a position overlooked by the enemy.
- c. Using conspicuous landmarks such as isolated trees, bushes or cottages.
- d. Halting cadets near road or track junctions or other mapped features which are always registered as targets by the enemy.
- e. Bad track discipline.
- f. Failure to guard against enemy air observation.

Maps and Air Photographs

06221. Maps and air photographs should be used together to obtain the best picture of the ground. The two aids are complementary as is shown by listing the advantages and limitations of air photographs.

- a. *Advantages.*
 - (1) Should be more up to date.
 - (2) Give more detail.
 - (3) Show the size and shape of features accurately.
 - (4) Allow gradients to be seen in relief with a stereoscope.
- b. *Limitations.*
 - (1) Complete geographical cover almost impossible.
 - (2) Expensive to produce.
 - (3) Scales vary.
 - (4) Details of heights not given.

Conclusion

06222. ***End of Lesson Drill.***

- a. *Questions to and from cadets.*
- b. *Sum up.*

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- c. *Look forward to the next lesson.*

06223 – 06229. *Reserved.*

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SECTION 15. — SAFETY PRECAUTIONS WITH BLANK AMMUNITION INCLUDING ITS USE AT NIGHT

A. INSTRUCTOR'S NOTES

Aim

06230. *To teach cadets the safety rules and drills when using blank ammunition, including its use at night.*

Timings

06231. *One 30 minute period.*

Stores

06232.

Rifles with slings

Blank ammunition

Two Cadet 11 targets

Tape to locate spectators' enclosure

Container of red fluid

Paper bag approximately 150 mm x 25 mm (6 inches by 10 inches)

Preparation

06233. a. *Reconnoitre a demonstration area outdoors.*

b. *Prepare a Cadet 11 target for demonstration with a container full of red fluid behind a hole cut out of the face of the target and covered by paper.*

c. *Set out a spectators' enclosure. Place a Cadet 11 target at 50 metres from it.*

d. *Have a rifle and blank round available for the demonstration, NOT LOADED.*

e. *Before the demonstration begins:*

(1) *Normal safety precautions.*

(2) *Revise the rules for the safe handling of weapons Chapter 4, Section 2.*

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(3) Refer to the booklet *Cadet Training Safety Precautions (AC 70768)*.

B. CONDUCT OF THE LESSON

Introduction

06234. *Explain:* Blank ammunition, if mishandled, can be dangerous and, if fired at very close range, can result in serious or even fatal injuries to any individual in the line of fire. The most common avoidable accidents are due to carelessness in handling.

Safety Rules

06235. *Explain:* In addition to the normal rules for the safe handling of weapons the following rules will apply to the use of blank ammunition.

- a. Blank ammunition will never be fired at an individual at a range of less than 50 metres.
- b. Care must be taken to ensure that the muzzle of the weapon is free from obstruction, e.g., earth, as this would considerably increase the lethal effect.
- c. Only 5.56 mm blank ammunition is authorized to be fired by the Cadet Forces.
- d. Great care must be taken at night. Indiscriminate firing is forbidden and firing will only take place on direct orders and under the personal supervision of an officer, SSI or AI. Aim is never to be taken directly at an individual.
- e. On marches or on journeys in transport rifles will be UNLOADED.

Lethality of Blank

06236. *Explain:* On exercises, noise and enemy movements attract attention, particularly at close range. The automatic reaction is to aim and fire into moving undergrowth without determining whether it is a live enemy or considering the range. NO target of any kind, whether it can be clearly seen or not, may be engaged with blank ammunition unless it is 50 metres or more distant.

06237. *Explain and demonstrate:*

- a. Look at the Cadet 11 target in the open at 50 metres. Emphasize that human targets below this distance will not be engaged with blank ammunition.

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b. Point out the Cadet 11 target partially concealed in a bush (group of bushes or hedgerow). You are moving through close country when you hear movement but you cannot clearly determine what it is. You stop, load a blank round, aim into the moving bushes or undergrowth and fire. (**Note:** The muzzle of the rifle will be about 80 mm to 160 mm (3 – 6 inches) from the figure target containing red fluid at the moment of firing.)

c. The result, if this were a live enemy target, could well be fatal.

d. Even if the muzzle of the weapon had been a little further from the target at the moment of firing, there is always the danger of small particles of brass from the cartridge case penetrating unprotected parts, e.g., the face or the eyes.

06238. *Questions from the squad.*

Drill For the Use of Blank Ammunition

06239. At the start of the exercise:

a. The officer, SSI or AI will:

- (1) Carry out normal safety precautions with the section in single rank.
- (2) Order the section to adopt the prone position.
- (3) Issue five rounds of blank ammunition per cadet.
- (4) Order: *"Fill the magazine with five blank rounds"*.
- (5) Order: *"Load"* (The rifle is now in a 'Made Safe' state.)

b. The officer, SSI or AI will:

- (1) Satisfy himself that all actions for making safe have been correctly carried out and that safety catches are applied.
- (2) Order *"Stand up"*.

06240. During the exercise:

- a. Rifles will NOT be fired unless correctly aimed and NOT then at a live target if closer than 50 metres.
- b. Safety catches will be kept applied when not actually firing.
- c. Should a cadet fall down and dig his rifle into the ground, under **NO CIRCUMSTANCES** will his rifle be fired until it has been unloaded, cleaned and reloaded. This must be done under supervision.

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06241. At the end of the exercise:

a. The officer, SSI or AI in charge, standing to a flank will order:

- (1) *"In single rank, fall in."*
- (2) *"Check your safety catch is applied."*
- (3) *"Adopt the prone position."*
- (4) *"Unload."*
- (5) *"Stand up."*

b. The officer, SSI or AI in charge will:

- (1) Carry out normal safety precautions, to include emptying of magazines.
- (2) Collect any unfired blank ammunition and empty cases.
- (3) Take an individual declaration from everyone who has been on the exercise to the effect: *"I have no blank rounds or empty cases in my possession."*
- (4) Correctly dispose of the remaining unfired blank ammunition and empty cases.
- (5) Sign the Declaration Certificate AF B159.

Conclusion

06242. **End of Lesson Drill.**

a. Questions from the squad.

b. Question the squad on:

- (1) The importance of safe handling.
- (2) The minimum safety distance for firing at live enemy with blank ammunition.

06243 – 06250. *Reserved.*

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SECTION 16. — SECTION ORGANIZATION AND PLACE IN THE BATTALION

A. INSTRUCTOR'S NOTES

Aim

06251. *To explain the composition of a section and to show how it fits into the platoon, company and battalion.*

Timings

06252. *One 30 minute period.*

Stores

06253.

*Diagram of the outline organization of the infantry battalion
Diagram of the organization of a section*

Miscellaneous

06254. *This is the only occasion on which reference is made to sub-units and units larger than the section. It is important, therefore, that cadets clearly understand how the section fits into the whole — platoon, company and battalion.*

06255. *The organization of a section is best taught by means of a demonstration, but if a demonstration section and equipment are not available it may be taught with the aid of a chalkboard or with models.*

Preparation

06256. *Arrange a demonstration section as in paragraph 06259, or draw a representation on a chalkboard.*

B. CONDUCT OF THE LESSON

Introduction

06257. *Explain:* The section is the smallest infantry sub-unit organized and equipped to fight on its own. A diagrammatic layout follows to show how the section forms part of a platoon which in turn forms part of a company. A number of companies form a battalion. The battalion is a unit whilst companies and platoons are sub-units (see Fig 165).

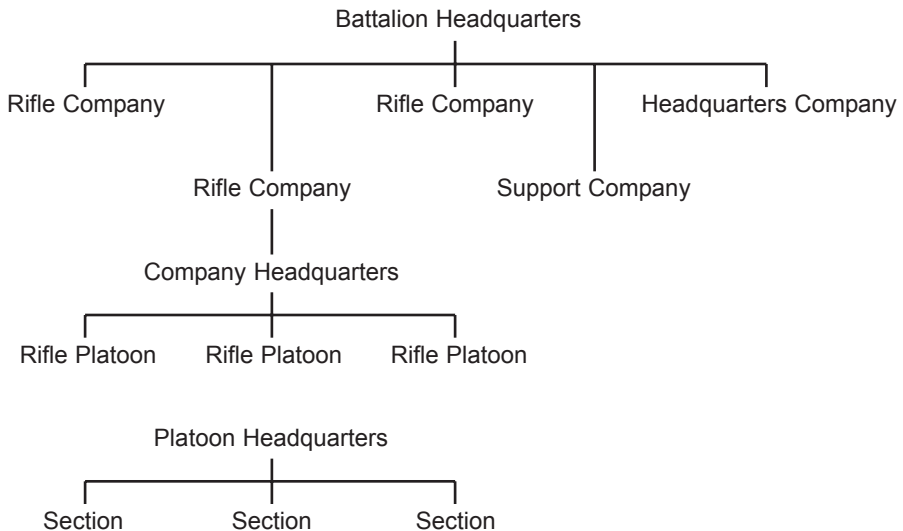


Fig 165. — The Outline Organization of a Battalion

Section Organization

06258. *Explain:*

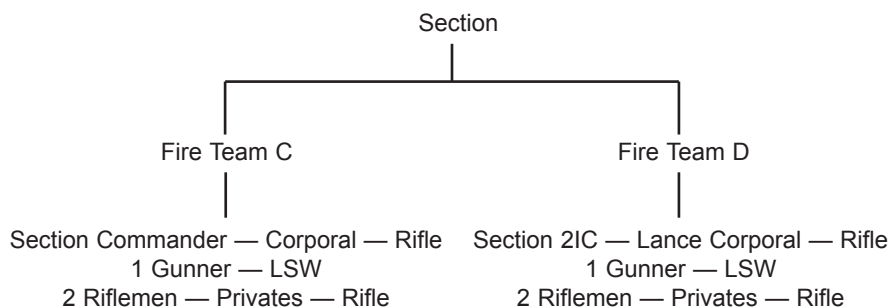
- a. The normal fighting strength of a section in the Regular Army (550 strength battalion) is two NCOs and six men but it can operate as low as one NCO and five men. The rifle and the LSW are the main weapons of the section; either can give effective fire support.

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b. The section will be organized into two equal sized fire teams with Section Commander controlling Fire Team C and 2IC Fire Team D. However if there is only one LSW it is recommended that Fire Team D is only the 2IC and Gunner with six men in Fire Team C.

c. Individuals can be moved between Fire Teams in order to enhance the Assault, the Fire Team C could have six men and Fire Team D two men. Indeed Fire Team D could have both LSWs.

06259. A rifle section is organized as shown below:



Notes:

1. Additional LSW magazines are distributed among the remainder of the section.
2. Other arms/ammunition and ancillary stores carried by sections of the Regular Army are not shown.

Fig 166. — The Organization of a Section

Duties Within the Section

06260. **Section Commander.** The section commander ensures that:

- a. All tasks allotted to his section are carried out efficiently.
- b. He has a thorough knowledge of section battle drills.

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- c. The highest standard of discipline is maintained within his section.
- d. He knows the strengths and weaknesses of each individual in his section.
- e. He commands Fire Team C.
- f. His section maintains arms, ammunition, clothing and equipment in good order.
- g. The section duty roster is properly kept and carried out.

06261. **Fire Team D Commander (Section 2IC).** The 2IC will:

- a. Command the section in the absence of the section commander.
- b. Deploy Fire Team D as ordered.

06262. **Gunners.** The gunners will:

- a. Ensure that the gun is properly maintained.
- b. Carry the gun and ammunition as ordered.
- c. Fire the gun as ordered.

06263. **Rifleman.** A rifleman will:

- a. Carry out all tasks allotted to him.
- b. Be proficient at:
 - (1) Weapon handling.
 - (2) Fieldcraft.
 - (3) Navigation.
- c. Keep his arms and ammunition clean and in good working order.
- d. See that his clothing and equipment are clean and in good repair.
- e. Be alert at all times and keep an eye on his section commander for further orders.

06264. **Scouts.** Scouts, who are riflemen specially nominated for a particular operation, are normally used in pairs to move ahead of a section moving in close proximity to the enemy, to give warning of enemy positions to the section commander so that he can deploy his section whilst under cover. They move in bounds from feature to feature keeping an interval between them sufficient to avoid both being fired

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on at once, and they move sufficiently far ahead of the section to prevent it being fired on at the same time as themselves. The distance will depend on the type of country being crossed, but they should not move so far ahead of the section that the section commander cannot control them. They are not normally deployed during Advance to Contact. They are normally deployed in close country.

Conclusion

06265. ***End of Lesson Drill.***

- a. *Questions to and from cadets.*
- b. *Sum up.*
- c. *Look forward to the next lesson.*

06266 – 06270. *Reserved.*

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SECTION 17. — SECTION FORMATIONS AND FIELD SIGNALS

LESSON 1. — SECTION FORMATIONS

A. INSTRUCTOR'S NOTES

Aim

06271. *To explain the basic formations in which the section can move.*

Timings

06272. *One 30 minute period.*

Stores

06273.

*Chalkboard
Easel and chalk or model soldiers*

Miscellaneous

06274. *Cadets must be practised in these formations after they have been explained.*

Preparation

06275. *Arrange seating so that each cadet can see the training aids.*

B. CONDUCT OF THE LESSON

Introduction

06276. *Explain:* A section must be able to function at maximum efficiency in accordance with the section commander's orders at all times. This is more difficult when on the move, particularly when in contact with the enemy.

Movement

06277. *Explain:* A section must always move so that the section commander can control it instantly by word of mouth or signal, and the members of the section must be able to react to his orders instantly. This will not be possible if the members move as individuals having no regard for the other members of the section. There are,

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therefore, two basic formations in which a section can move during an Advance to Contact. In addition a section may use three formations during Patrol Movement. The formation will depend upon:

- a. Ground.
- b. Visibility.
- c. Direction from which enemy fire is expected.
- d. The need for control by the section commander.
- e. The need for producing the maximum fire with the minimum delay.

Basic Formations

06278. **General.** The five basic formations in which a section patrol can move are shown in diagrammatic form on the following pages using the following symbols and colour code:

Key to Basic Formations



Section Commander
(Corporal)



Section 2IC (Lance
Corporal)



LSW



Rifleman



Rifleman used as a
scout



Direction of advance in
all cases

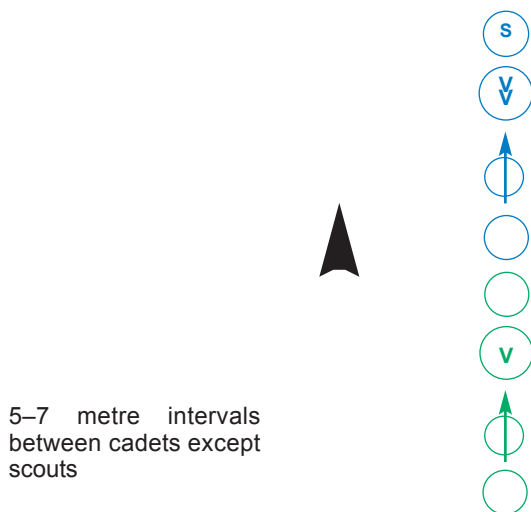
Colour Code

Blue = Fire Team C

Green = Fire Team D

RESTRICTED

06279. **Single File.** Single file is useful for following linear features such as hedges, ditches, walls and narrow tracks. Each man must follow in the path of the leading man. The advantages and disadvantages of single file are:



a. Advantages.

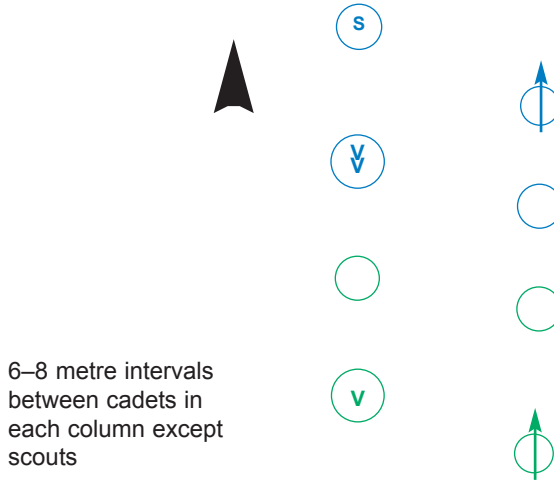
- (1) Least vulnerable to fire from a flank.
- (2) Useful for moving along linear features such as hedges or ditches which give cover.
- (3) Good for control on a very dark night.

b. Disadvantages.

- (1) Bad for fire production to the front.
- (2) Vulnerable to frontal fire.
- (3) Bad for observation to the flanks as men tend to allow their eyes to rest on the person in front of them.
- (4) Passage of commands and information is slow.

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06280. **File.** File may be used when a path or track is wide enough to permit alternate men to move on opposite sides of the track, or either side of a small bank or hedgerow.



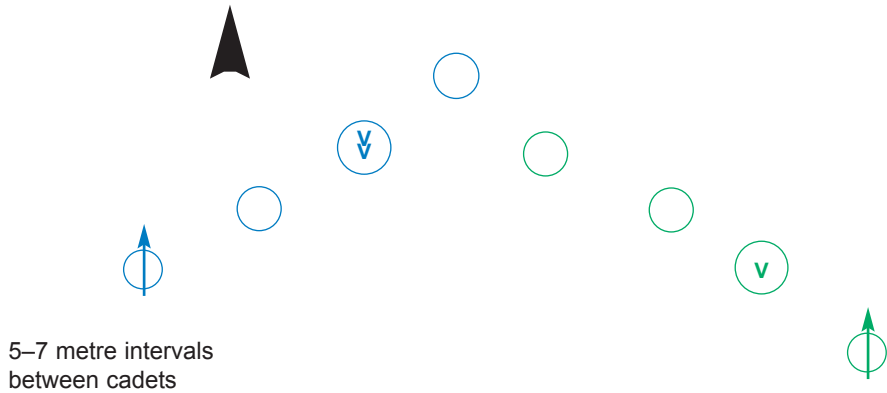
a. Advantages.

- (1) Easy to control.
- (2) Useful formation at night.

b. Disadvantages. Presents a concentrated target.

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06281. **Arrowhead.** Arrowhead is probably the best for moving on a broad front in open country. If only one LSW, it is positioned on the flank most likely to be attacked.



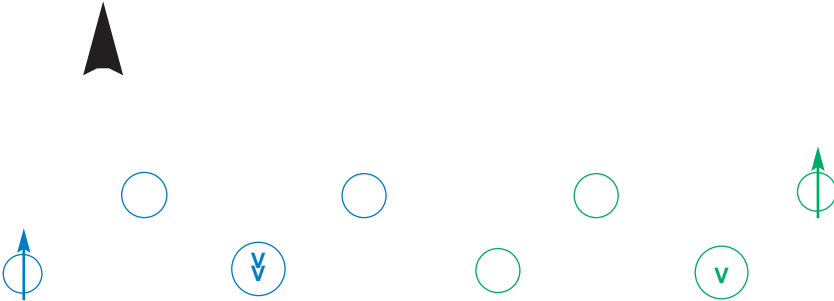
a. Advantages.

- (1) Easy to control.
- (2) Very good all round observation and protection.

b. Disadvantage. If too concentrated, presents a vulnerable target.

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06282. **Extended Line.** An extended line is used on occasions as an assault formation. Each man is slightly staggered.

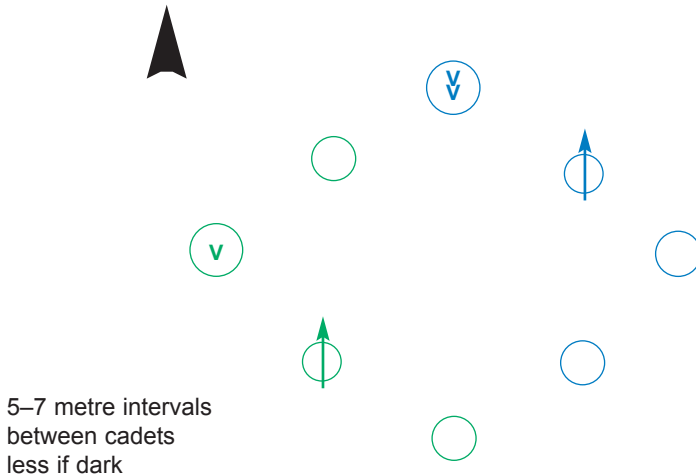


4–6 metre intervals
between cadets

- a. *Advantage.* Maximum firepower available.
- b. *Disadvantage.* Difficult to control.

RESTRICTED

06283. **Diamond.** This formation is only used when crossing open country at night. It is an easy formation to control and gives good all round observation and protection. Each man in the diamond must be able to see the next man. The commander may be either at the front or in the middle.



a. *Advantages.*

- (1) All round defence.
- (2) Good control.

b. *Disadvantage.* Is a vulnerable target after dark when illuminated.

06284. It is worth noting that all formation movement can be practised and conducted without LSWs. If only one LSW it should be with Fire Team D.

Conclusion

06285. **End of Lesson Drill.**

- a. *Questions to and from cadets.*
- b. *Sum up.*

RESTRICTED

c. *Look forward to the next lesson.*

06286 – 06290. *Reserved.*

RESTRICTED

LESSON 2. — FIELD SIGNALS

A. INSTRUCTOR'S NOTES

Aim

06291. *To teach the cadets the more important field signals.*

Timings

06292. *One 30 minute period.*

Stores

06293. *Rifles.*

Miscellaneous

06294. *Cadets will not be able to remember this large number of signals all at once. They might start by learning those for the various formations which they have just learnt in the previous section.*

B. CONDUCT OF THE LESSON

Preliminaries

06295. **Safety Precautions.** *Normal.*

Introduction

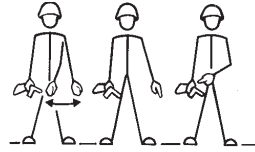
06296. *Explain:* A section commander can always save time and effort by using field signals to control the section. When in close proximity to the enemy a section commander must use them in order to avoid any unnecessary movement and also to avoid shouting, both of which could give away the section's position to the enemy.

06297. The members of the section must always be alert and ready to receive a section commander's signals and act upon them at once.

Field Signals

06298. *Demonstrate the following field signals:*

DEPLOY. Arm extended below shoulder level and waved slowly from side to side, hand open. If deployment to either flank is wanted, the commander points to the flank concerned, after completing the signal.



DOUBLE OR INCREASE SPEED. Hand moved up and down from the elbow with clenched fist.



GO BACK OR TURN ROUND. Hand circled at hip height.



CLOSE OR JOIN ME. Hand placed on top of head, elbow square to the right or left, according to which hand is used.



ENEMY SEEN OR SUSPECTED. Thumb pointed towards the ground from a clenched fist.



Fig 167. — Field Signals

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SCOUT GROUP. Clenched fist with forefinger raised.



FREEZE AND LISTEN. Hand cupped to ear.



RIGHT/LEFT FLANKING. A curved sweeping movement of the arm in the direction concerned.



SINGLE FILE. One arm fully extended above the head.



FILE. Both arms fully extended above the head.



EXTENDED LINE. Arms raised to the side level with the ground.

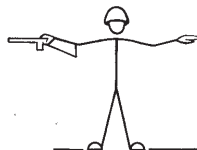


Fig 167. — Field Signals (Continued)

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NO ENEMY IN SIGHT OR ALL CLEAR. Thumb pointed upwards from a clenched fist.



ADVANCE OR FOLLOW ME. Arm swung from rear to front below the shoulder.



HALT. Arm raised until the hand is level with the shoulder.



AS YOU WERE. Forearm extended downwards and open hand waved across the body parallel to the ground.



LIE DOWN. Two or three slight movements with the open hand towards the ground (palm downwards).



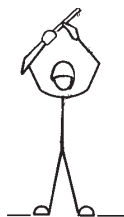
SECTION COMMANDER. Two open fingers held against arm to indicate stripes.



Fig 167. — Field Signals (Continued)

RESTRICTED

DIAMOND. Arms raised above the head with arms slightly bent so that hands touch to form a diamond shape.



MOVE UP. Fingers spread, arm swung slowly in direction movement is required.



ARROWHEAD. Both arms forced backwards at an angle of 45° . If the Section Commander turns to face his section when making this signal he will extend his arms forward at the same angle.



RECONNAISSANCE. Hand held to eye, as though using eye glass.



ATTACK. A chopping movement with edge of hand in direction attack is required.

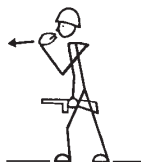


Fig 167. — Field Signals (Continued)

Conclusion

06299. ***End of Lesson Drill.***

- a. *Questions to and from the cadets.*
- b. *Sum up.*
- c. *Look forward to next lesson.*

06300. *Reserved.*

RESTRICTED

LESSON 3. — SECTION FORMATIONS AND FIELD SIGNALS — PRACTICE

A. INSTRUCTOR'S NOTES

Aim

06301. *To practise cadets moving in a section in the five basic formations, using field signals.*

Timings

06302. *Two 30 minute periods.*

Stores

06303. *Rifles and LSWs.*

Miscellaneous

06304. *This practice should be carried out in the open where there is sufficient space. A section commander may be nominated who may be the instructor himself.*

B. CONDUCT OF THE LESSON

Preliminaries

06305. **Safety Precautions.** *Normal.*

06306. Practise cadets in forming up and moving in the five basic formations. Then practise changing from one formation to another whilst on the move, using the appropriate field signal. Changing from one formation to another should be done at the double.

Conclusion

06307. **End of Lesson Drill.**

- a. *Questions to and from the cadets.*
- b. *Sum up.*
- c. *Look forward to the next lesson.*

06308 – 06310. *Reserved.*

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SECTION 18. — ORDERS

A. INSTRUCTOR'S NOTES

Aim

06311. *To teach cadets the orders process and extraction of orders.*

Timings

06312. *Eight 30 minute periods (two theory and six practical).*

Stores

06313.

Notebooks and pencils

Maps

Handout of the Orders headings.

Preparation

06314. *Cover the theory of the orders in two lessons by first explaining Orders Lesson 1 and the Extraction of Orders as Lesson 2. Practice the cadets receiving orders and planning their own orders. Once the cadets have understood the process the procedures can be produced live during exercises, e.g., Patrols, Ambushes, Section and Platoon Attacks. **The cadet should never give orders above section level.***

B. CONDUCT OF THE LESSON

Approach

06315. The main types of tactical orders are:

- a. *Warning Orders.* These are orders providing early warning of future intentions issued to allow timely preparation for the future task.
- b. *Formal Orders.* These are given personally by the commander and give him the opportunity to put his wishes to all his subordinates at once and deal with their questions immediately.

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- c. *Radio Orders.* These are brief orders given over the radio. (This will not normally be used by cadets.)
- d. *Operation Orders.* These are detailed, comprehensive orders usually issued either in writing or as a map overlay. (This would not normally be used by cadets).
- e. *Quick Battle Orders.* This is when a section commander/platoon commander has to give quick orders to solve a plan.

06316. Finally, there are briefings which are given to an entire sub-unit rather than orders given only to subordinate commanders. Held in a secure area, these are normally given at platoon level or higher. They enable a commander to talk to all his men and can save much time. Subordinate commanders must then issue the paragraphs and details which concern them specifically. Briefings must not be used as an excuse for orders not to be extracted.

Warning Orders

06317. This allows commanders to give early warnings to his subordinates of forthcoming operations. The minimum requirement should include:

- a. Scope of Operation.
- b. Time and location of O Group.
- c. No move before.

This allows planning to start and various lists of administration can be sorted out.

The Sequence of Orders

06318. Orders are always given in a standard sequence and whenever possible with the aid of a model. This helps everyone to understand because the pattern is familiar. It also helps to prevent important matters being forgotten and aid subordinates in their extraction of orders.

06319. The main headings for formal orders are:

TASK ORG
GROUND
SITUATION
MISSION
EXECUTION
SERVICE SUPPORT
COMMAND AND SIGNAL

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Extraction of Orders

06320. Commanders at all levels have to extract the relevant information from orders issued by their superior commanders. They will then conduct their own estimate of the situation and finally produce their own orders. These orders should follow a similar sequence having added their own concept and the detail needed by their subordinates. A diagrammatic representation of the process is at Annex A. The key element is the extraction of tasks both from the Mission and a consideration of the factors. These tasks form the components of the Mission issued to his subordinates, the grouping and sequence of tasks in combination with the selection of routes which forms the basis of the plan.

Preliminaries

06321. Before issuing formal orders a commander must ensure that certain preliminaries are carried out. He must ensure that his 'O' group is seated in the formation required for the task. He should also issue map coordinates so that maps may be folded correctly and issue any air photographs if they are available. If a model is used he must describe it and give the scale and the direction of north. He should then issue any relevant meteorological information such as first and last light timings, moonstate, etc., if the situation permits. This function should be carried out by the platoon sergeant. He should also ensure that the 'O' group knows what to do in the event of it being attacked.

Task Organization

06322. The task organization of the platoon for the operation in hand should be described by the platoon commander. This should include any attachments and detachments.

Ground

06323. The ground should be described in relation to the operation about to be carried out. Prominent objects and features to which reference will be made in the orders should be pointed out. All reference points must be named with the reason for their significance, e.g., 'Hill Wood (Grid 123456) — our assembly area'. In most operations it will be impossible to describe the ground from an OP. To give troops an idea of the ground over which they are going to move and fight, a model should be constructed.

Situation

06324. The following must be included:

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a. *Enemy Forces.* Known or estimated enemy strengths, locations and actions which might affect the completion of the platoon mission; as much detail as possible should be included. Also, the ground in relation to the enemy must be considered. This reflects the close relationship between enemy forces and ground which should always be considered together.

b. *Friendly Forces.* The key to the friendly forces paragraph is ensuring that subordinates understand the commander's intent at least two levels up. In platoon orders, the battlegroup commander's intention and plan must be given in outline, followed by the company plan in detail including the Main Effort (ME). In addition, the tasks of flanking platoons, supporting arms, support weapons and the fire plan may be covered here. In section orders the company plan is given in outline (including ME) followed by the detailed platoon plan and the tasks of flanking sections. Depending on the operation a platoon ME may or may not be appropriate. Sufficient detail of supporting troops and the fire plan should be given for the sections to visualise exactly how the task is to be completed and what fire support is available.

c. *Attachments and Detachments.* If the platoon commander has not included a Task Org then he may include atts and dets in his orders. Where a Task Org is possible it should include them at that stage.

Mission

06325. ***General.*** The mission is a clear, concise statement of the task to be achieved and its purpose. The mission stated by a platoon commander in his orders is that given to him by his superior, it should not be modified or changed without reference to his company commander. The context of this mission is made clear by the company commander's statement of his Concept of Operations, which includes his Intent, Scheme of Manoeuvre (how the company will achieve its mission and Main Effort. The key to subordinates understanding of orders is the clarity of the Concept of Operations and their individual mission statements and the details in Coordinating Instructions.

06326. A commander should strive to give a minimum number of tasks to each subordinate. Therefore, the simplest type of mission statement and the one found most commonly at platoon level, contains a single task and purpose. An example would be:

1 Section is to destroy the enemy in the left hand trench in order to allow the platoon to secure Saddle A.

Execution

06327. The following headings should be included in the Execution paragraph:

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a. *Concept of Operations (TELLING THE STORY).* This paragraph is an account of how the platoon commander intends to achieve his mission. It will consist of three elements:

(1) *Commander's Intent (WHAT).* The purpose of the action and the desired result.

(2) *Scheme of Manoeuvre (HOW).* How the platoon commander intends to fight the battle and how his subordinates fit into his plan.

(3) *Main Effort (WHERE).* The Main Effort is expressed as the activity which the platoon commander considers to the success of the mission at that time. A Main Effort will not always be appropriate but, if it is, it should conform to that of the higher commander. A true Main Effort will thus cascade downwards, reflecting one Main Effort. A platoon commander should not include his own Main Effort if it does not conform with that of his company commander.

The Concept of Operations paragraph is an account of the platoon's chosen course (telling the story) and should not merely be a list of tasks. Phases should be used only if a critical timing or reorganization of the task organization is required (e.g., a patrol). Phases are not prescribed, but they should not be used when their effect would be to slow the tempo or break the continuity of the operation. The Concept of Operations gives the section commanders, when faced with the unexpected, a better idea of what they should do to meet the platoon commander's intent.

b. *Mission Statements.* The task or tasks of each section under command must be given under this subheading. At platoon level an example for an attack might be:

(1) 1 Section:

Mission. To destroy the enemy in the right-hand trench in order to allow the platoon to secure the right side of the enemy position.

(2) 2 Section:

Mission. To destroy the enemy in the left-hand trench in order to allow the platoon to secure the right side of the enemy position.

A platoon commander must strive to give a simple mission statement to each of his section commanders. The norm will be a single task mission statement, with any supporting tasks being covered under the Concept of Operations paragraph and Coordinating Instructions, or in the Coordinating Instruction paragraph alone. Additional tasks to be carried out by sections, not central to the plan, should be included in the Execution paragraph. At section level, specific tasks

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should be given to each fire team and sometimes to individuals or pairs of men; these are to appear in the Execution paragraph.

c. Coordinating Instructions. These are essential details which affect every sub-unit in the operation. What is required under this heading comes from a thorough understanding of battle procedure and application of logical thought. A full list of possible headings under this sub-paragraph for all types of operation can be found at Annex B. Some examples are:

(1) *Timings.* These must be listed chronologically from the beginning of the operation.

(2) *Actions On.* This asks the question "What happens if . . . ". It can cover such subjects as:

(a) Air attack.

(b) Action on being ambushed.

(c) Action on becoming lost.

Note: Actions on casualties, prisoners, etc., is covered in Service Support.

(3) *Fire Plan.* The detailed fire plan must be given. The fire support available for the operation is covered under Friendly Forces.

d. Summary. This is where the commander can emphasize the main points of the Execution paragraph. It is not a repeat of the Concept of Operations sub-paragraph. Critical areas of concern, to the commander, should be highlighted here.

Service Support

06328. The Service Support paragraph gives the administrative arrangements required to ensure the accomplishment of the mission. Standard items covered are:

a. Dress.

b. Equipment and Tools.

c. Weapons.

d. Ammunition.

e. Rations and Water.

f. Medical arrangements, including location of the Company Aid Post (CAP).

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- g. Prisoners of War (PW).
- h. Transport location, loading, release point.

Note: These headings can easily be remembered by the mnemonic DEWARMPT.

Command and Signal

06329. **Command.** The location and moves of HQs and commanders must be given one up, i.e., at section level give the position of platoon HQ and the location of the section commander both in the assault and on reorganization. Alternative commanders must be nominated in the event of casualties.

06330. **Signal.** This will include all necessary radio information, i.e., frequencies, additional callsigns on the net, codewords, etc., plus any other signals to be used, i.e., lights and whistle blasts.

06331. **Password.** This is also given under this paragraph.

Questions

06332. After issuing orders, time must be given for consideration, then each member of the 'O' group must be allowed to ask questions in his turn. Finally, questions from the commander will ensure that individuals have correctly understood the orders. For a complicated operation, such as a patrol, it is often best to give the opportunity for questions at the end of each part of the order.

Synchronization of Watches

06333. Before an 'O' group disperses all watches must be synchronised to 'gunner time', thus ensuring accurate coordination with the supporting artillery for the Fire Plan.

Issuing Orders

06334. "*No plan survives contact with the enemy*" so said Field Marshal Count Helmuth von Moltke. The need for conciseness, clarity and simplicity in the issue of orders is paramount. If procedures and drills are well known, the need for detailed instructions covering such matters as grouping, order of march, assaulting formation and reorganization can be largely eliminated, with only variations to normal procedures being given as necessary.

06335. The following points should be remembered when issuing orders:

- a. **Protection.** The need to post a sentry.

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- b. *Distractions.* The need to keep away from vehicles and radios.
- c. *Concealment.* Particular care is required if maps are to be spread out or if it is dark when lights are required.
- d. *Comfort.* Some form of shelter and warmth is required whenever possible.
- e. *Brevity.* Remember, the longer commanders are concentrated together the more vulnerable they are.
- f. *Do:*
 - (1) Make your orders concise, clear and simple.
 - (2) Give subordinates a thorough understanding of your intentions, and explain the outline concept of your immediate commander.
 - (3) Integrate all subordinate elements in coordinated action.
 - (4) Allow subordinates the maximum freedom of action consistent with the need for coordination.
- g. *Do Not:*
 - (1) Try to give detailed instructions covering every possible contingency.
 - (2) Slavishly use every heading in the boxes; they are provided as a reminder of what you MIGHT need to cover.

06336. When giving orders all commanders must impart confidence and illustrate their intentions by using a model whenever possible.

06337. Members of the 'O' group should sit in their order of precedence, or in the formation to be used on the operation. For example, if the platoon is attacking with 2 Section as left assault section and 3 Section as right assault section, place 2 Section commander on the right and 3 Section commander on the left, as they face you.

Method of Delivery

06338. Orders should be delivered clearly and fluently. The delivery should not be too fast and should be in a logical sequence, following the standard format.

06339. The platoon commander may have to adjust his manner to take account of the following factors:

- a. The standard of training of his section commanders.
- b. How well he knows them.

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- c. How long they have worked with him as a team.
- d. How tired his men are.

Battle Orders

06340. There will be many occasions in battle when very quick action is demanded and it will be necessary to issue immediate orders. They contain essential information only. For example, a section commander can limit his orders for a quick dismounted attack to:

- a. Task Org (any alteration to original task org).)
- b. Situation; enemy/ground, friendly forces.)
- c. Mission.)
- d. Left or right flanking.)
- e. Route to FUP. (Possible just "Follow me".))
- f. Order of march.) Only if variations
to standard battle drills
- g. Assault tasks.)
- h. Details of fire and movement)
- i. Limit of exploitation.)
- j. Fire Plan.)
- k. H Hour)

The Orders Process

06341. A commander has to:

- a. Receive orders himself.
- b. Extract from them what concerns his own command.
- c. Estimate how best to achieve the mission given to him.
- d. Prepare orders for his own subordinates.
- e. Issue orders to his subordinates.

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Receiving Orders

06342. Before receiving orders a commander should:

- a. Study the company warning order, relating it to the map, and if possible the ground.
- b. Issue a warning order, having made a time appreciation. (If time allows.)
- c. Arrive early at the 'O' group to study maps, air photographs and models of the ground, and to mark his own maps. He must find out exactly where he is on the map and use any spare time to study the map and the ground.
- d. He must take with him to the 'O' group:
 - (1) A map.
 - (2) A notebook (prepared with standard orders headings for the forthcoming operation).
 - (3) An Aide-Mémoire.
 - (4) A pencil and chinagraph.
 - (5) His binoculars.
 - (6) His compass.
 - (7) A torch (if applicable).

06343. At Annex A is the layout of Battle Orders. While receiving orders, as much detail as possible should be map marked and notes only taken on matters affecting his own platoon. The remainder of the orders must be listened to carefully and understood.

06344. Similarly, section commanders have to extract and reshape the orders they receive from their platoon commander before passing them on. An example of this reshaping of orders is given at Annex B.

06345 – 06350. *Reserved.*

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SECTION 19. — PATROLS

LESSON 1. — AIMS AND TYPES OF PATROLS

A. INSTRUCTOR'S NOTES

Aim

06351. *To teach cadets about the purpose of patrolling and the types of patrols.*

Timings

06352. *One 30 minute period.*

Stores

06353. *Chalkboard.*

Preparation

06354. *Draw on the chalkboard two diagrams to illustrate a reconnaissance and a fighting patrol.*

B. CONDUCT OF THE LESSON

Introduction

06355. *Explain:* Patrolling is probably the most important operation in war so far as the infantry is concerned.

Aims of Patrolling

06356. *Explain:* There are three aims of patrolling:

- a. To obtain up-to-date and accurate information as a result of which a commander can plan an operation.
- b. To dominate the ground between a commander's own unit and that of the enemy, thus making it easier and safer for his own patrols to gather information and more difficult for the enemy patrols to achieve similar results.
- c. To destroy and disrupt enemy forces, particularly those which may try to infiltrate the commander's own positions or between neighbouring positions.

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06357. Patrolling is carried out by both sides by day and night in all the phases of war. Successful patrolling calls for a high standard of individual training, good team work and initiative and determination on the part of the patrol leader. Successful patrolling has a beneficial effect on unit morale and will adversely affect the enemy's morale.

06358. Patrolling enables the defence to be conducted in an aggressive manner. In peacetime it is an excellent stimulant to training because it creates keen interest and can so easily be made realistic. The foundation of successful patrolling is thorough preparation.

Types

06359. **General.** All patrols have the task of providing information. They must also be prepared to fight, either to gain information required or to protect themselves if necessary. There are three main types of dismounted patrols:

- a. Reconnaissance patrols.
- b. Standing patrols.
- c. Fighting patrols.

06360. **Reconnaissance Patrols.** These are patrols of a minimum strength for the task, usually one NCO and three cadets, which gain information by observation and operate generally by stealth. They avoid combat except for self-protection or to take advantage of an unusual opportunity.

06361. The roles in which reconnaissance patrols may be employed include:

- a. Collecting topographical information on features, tracks and the state of the ground.
- b. Obtaining details of enemy minefields and the extent of enemy positions.
- c. Locating enemy machine guns and defensive fire (DF) areas, where fire is immediately directed on call in case of emergency.
- d. Investigating noises made by the enemy, their habits and patrol routes.
- e. Checking our wire and/or minefields at first or last light.
- f. Acting as listening posts to give early warning of enemy approach and with the ability to call down fire.

06362. **Standing Patrols.** These are patrols of a minimum strength of one NCO and three cadets which gain information of enemy movement and prevent or disrupt

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enemy infiltration. They move into position as quietly as possible and try to remain concealed and gain their information until they are required to withdraw or, if discovered, fight their way out. Their main tasks are to:

- a. Watch and listen on likely enemy approaches.
- b. Watch over dead ground in front of and between friendly localities.
- c. Watch over minefields and obstacles.

For these tasks they should have good communications so that they can inform the main body.

06363. ***Fighting Patrols.*** These are patrols organized with sufficient strength and armament (usually a minimum of two NCOs and nine cadets) to accept combat in order to fulfil their role, e.g.,:

- a. Denying enemy patrols freedom of action in No Man's land.
- b. Driving in enemy protective patrols.
- c. Interfering with enemy working parties.
- d. Distracting enemy attention from other activities.
- e. Carrying out raids.
- f. Capturing prisoners for identification purposes.
- g. Tank hunting.
- h. Laying ambushes.
- i. Protecting reconnaissance and working parties of other arms.
- j. Escorting stretcher parties.

Conclusion

06364. ***End of Lesson Drill.***

- a. *Questions to and from cadets.*
- b. *Sum up.*
- c. *Look forward to the next lesson.*

06365 – 06370. *Reserved.*

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LESSON 2. — PATROLS: MOUNTING, CONDUCTING AND DEBRIEFING

A. INSTRUCTOR'S NOTES

Aim

06371. *To teach cadets the action to be taken by all those concerned with a patrol operation from the time it is first ordered until the completion of the task.*

Timings

06372. *Two 30 minute periods.*

Stores

06373.

*Chalkboard
Sand or cloth model
Models*

Miscellaneous

06374. *The syllabus (both CCF and ACF) includes 12 periods on practical instruction on patrolling.*

Preparation

06375. *Prepare sand or cloth model (see Volume II, Chapter 5, Section 24).*

B. CONDUCT OF THE LESSON

Approach

06376. *Explain:* The success of a patrol depends on good planning beforehand as well as good action during the actual patrol. Compliance with the following paragraphs by the officer responsible for mounting and debriefing the patrol and the patrol commander ensures that nothing is forgotten.

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Action by Officer Responsible for Mounting and Debriefing Patrol

06377. **Warning Order.** Sends out a warning order well in advance to include brief outline of patrol task, name of commander with rendezvous (RV) and time for his briefing.

06378. **Brief.** Briefs patrol commander on the following lines:

a. **Ground.** Shown from observation post (OP), air photographs, field sketch or map. Includes hills, valleys, woods and natural obstacles such as rivers, bridges and waterlogged ground.

b. **Situation.**

(1) **Enemy:** All available information.

(2) **Friendly Forces:** Forward disposition and activities and details of other patrols out.

c. **Mission.** The specific task of the patrol. It may be possible to add to this specific task others, such as obtaining additional information, provided they can be carried out without detriment to the main task.

d. **Execution.**

(1) Time out and where.

(2) Time back and where.

(3) Limitations on choice of route.

(4) Fire support.

e. **Service Support.** Administrative arrangements before, during and after the patrol.

f. **Command and Signal.**

(1) Radio including any restrictions.

(2) Any special signals.

(3) Recognition — password.

(4) Debriefing instructions.

06379. **Debrief.** Debriefs patrol commander on his return by reading his report (see paragraph 06387).

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Action by Patrol Commander

06380. **Warning Order.** Issues a warning order to include brief outline of patrol task, members of patrol including second-in-command, time and place for briefing and any special administrative arrangements including weapons and equipment. Normally dress and equipment should be as light as possible but must include water and emergency rations in case the patrol is cut off and has to lie up for a period before returning to base.

06381. Also:

- a. Studies air photos, maps, previous patrol reports.
- b. Selects observation posts for his reconnaissance.
- c. Carries out reconnaissance from OPs during which he looks for:
 - (1) Routes to and from objective (to be different).
 - (2) Landmarks.
 - (3) OPs.
 - (4) Dead ground and covered approaches.
 - (5) Obstacles.
 - (6) Likely places for ambush — by us or by enemy.
 - (7) Enemy positions, likely positions and defensive fire (DF) areas.
- d. Considers light and weather conditions, moon etc.
- e. Makes his appreciation and plan, keeping them as simple as possible.
- f. Draws field sketch showing distances (in paces), bearing and timings of bounds.
- g. Prepares model for briefing the patrol.
- h. Prepares his orders.
- i. Meets patrol at RV.

06382. Briefs the patrol by showing members the ground from an OP (individually if necessary) and points out minefields, lanes and gaps in wire, etc.

06383. Gives out his orders to the patrol, in the format given at Annex C with the aid of a cloth or sand model of the ground:

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06384. **Rehearsals.** Carries out noisy or silent rehearsals which must include:

- a. **Route.** Moving out and returning through own FEBA.
- b. **Formations.** Formations and drill for changing formations. One or more of the three formations — single file, file or diamond — is adopted during a patrol depending on ground and visibility. A fighting patrol of two NCOs and nine cadets might move in diamond formation as illustrated in Section 17, Lesson 1.
- c. **Use of Scouts.** Move by bounds ahead and are followed by the remainder of the patrol.
- d. **Movement.** Every member of the patrol is allotted his specific task and arc of observation. All movements must be silent with frequent halts to observe and listen, particularly when approaching the enemy position and also at night. When halted sink down to the ground level, avoiding a jerky movement, and make use of the skyline. Make use of the previously prepared signal to move — a silent 'touch' signal — to ensure that no one is left behind.
- e. **Action on Objective.** Final RV. This is an RV to which the patrol goes after completing the task if there was contact at that stage with the enemy. It must be easy to find and is pointed out to all members of the patrol during the approach to the objective.
- f. **Action on Lights.**
 - (1) If time allows, get away — otherwise freeze.
 - (2) At night close one eye to preserve night vision.
 - (3) If a trip flare move away from the area as quickly as possible, then get down and observe.
- g. **Encounter Drill.**
 - (1) The action will depend on the task and circumstances. It may be desirable to avoid action and move away as quickly as possible. If this is impossible an immediate assault is the only alternative as explained in Section 23.
 - (2) If ambushed, the only solution is to scatter and move individually to the previously arranged RV.
- h. **Crossing Obstacles.**
 - (1) On encountering an obstacle, the patrol halts and the commander goes forward to reconnaissance it. He then decides whether to cross or

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go round the obstacle. If he decides to cross, he selects where the crossing is to be made.

(2) The basic requirements of any obstacle crossing drill are:

(a) Silent movement.

(b) Posting a cadet by the obstacle to guide the others over.

(c) At all times at least one cadet must be ready to fire his weapon or throw a grenade if the patrol is surprised by the enemy.

i. *Casualty Evacuation.*

(1) All casualties must be brought back.

(2) If on the way out the patrol may have to pick up the casualty on its return; alternatively it may be possible to summon another patrol by radio to bring him in.

j. *Prisoners.*

(1) If a fighting patrol takes a prisoner he must be brought back alive whether or not this was the task of the patrol — prisoners are valuable sources of information.

(2) If a prisoner cannot be taken with the patrol, he may be tied up and gagged, put under guard and collected later either by the same patrol or by another one detailed or summoned by radio for this purpose.

06385. **Inspection.** Carries out final inspection of dress, weapons, ammunition and equipment. In particular:

a. Dress and equipment to be as light as possible but to include emergency rations and water.

b. Dress and equipment to be properly fitted and silent. Jumping up and down will show whether it is satisfactory.

c. No documents will be taken which can afford useful information to the enemy if captured.

06386. **Conduct of Patrol.**

a. *Navigation.*

(1) Previous study of air photos and maps etc.

(2) Make full use of landmarks.

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(3) By compass bearing and counting paces — especially at night. 'Legs' to be measured to the nearest 50 paces from map. If the patrol becomes dispersed, RV at the end of the previous leg.

(4) Avoid prominent cover, e.g., edges of woods, tracks, hedges, defiles — these are likely places for enemy ambushes or standing patrols.

b. Fire Support. Pre-arranged or called for by radio:

(1) To distract enemy whilst obstacle is crossed or objective is approached.

(2) For support on the objective.

(3) To help the patrol extricate itself in case of emergency.

06387. **Debrief on Return.** Verbal report followed by a written report (see Annex D) under the following headings as applicable:

Date

Destination of patrol

Maps

Size and composition of patrol

Task

Time of departure

Time of return

Routes out and back

Type of ground — vegetation, surface, bridges — suitability for armoured or wheeled vehicles.

Conclusion

06388. **End of Lesson Drill.**

a. *Questions to and from cadets.*

b. *Sum up.*

c. *Look forward to the next lesson.*

06389 – 06390. *Reserved.*

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LESSON 3. — PATROLLING — PRACTICE

A. INSTRUCTOR'S NOTES

Aim

06391. *To practise cadets in patrolling in Single File, File and Diamond formations, using Field Signals.*

Timings

06392. *One 30 minute period.*

Stores

06393.

Rifles
LSW

Miscellaneous

06394. *This practice should be carried out in the open where there is sufficient space. A patrol commander must be nominated who may be the instructor himself.*

B. CONDUCT OF THE LESSON

Preliminaries

06395. *Safety Precautions.*

06396. *Practise the cadets in forming up and moving in the three patrol formations already taught. Then practise changing from one formation to another on the move, using the appropriate Field Signal. Changing from one formation to the next should be done at the double.*

Conclusion

062397. ***End of Lesson Drill.*** *Sum up.*

06398 – 06400. *Reserved.*

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SECTION 20. — AMBUSHES

INTRODUCTION

06401. **General.** *Of the roles of fighting patrols, the ambush is amongst the most challenging for the cadet to take part in; it involves teamwork, skill, intelligence, fitness, cunning and discipline. It is not difficult for instructors to organize, but requires from them imagination, together with close control, to ensure that training is realistic but safe. For these reasons the ambush has been given a section to itself. It should not be forgotten however that patrols with alternative aims, such as reconnoitering enemy positions, manning OPs, and carrying out raids and snatches, should also be taught and practised; thus it is essential to read this section in conjunction with Section 19.*

06402. **Types of Ambush.** There are two types of ambush:

- a. **Deliberate.** When the task is given well in advance, allowing sufficient time for deliberate planning and preparation. Only the Deliberate Ambush is dealt with in this section, and the training of cadets should always commence with this type of ambush, though the same principles apply to both types.
- b. **Immediate.** In response to 'hot' information, or as a contact drill, with little or no time for reconnaissance (recce) or planning. Deliberate ambushes only are included in the APC (ACF) syllabus.

06403. **Ambush Sites.** Suitable places for ambushes include:

- a. Known enemy routes.
- b. Administration areas and supply/water points. In counterinsurgency operations the approaches to villages, cultivated areas, known arms caches and food dumps are particularly suitable.
- c. Places where vegetational change occurs (e.g., at the junction of forest and grassland).
- d. Approaches to own bases and defensive positions, and the withdrawal route from own ambush sites to catch an enemy follow-up.

06404. **Principles of Ambushing.** Instructors should bear the following principles in mind when teaching cadets and planning exercises:

- a. **Good Intelligence.** Ambushes should only be set when there is a good chance of a contact with the enemy based on good intelligence.

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b. *Thorough Planning and Preparation.* Reconnaissance must be carefully planned and thorough. All the main actions of an ambush must be well rehearsed.

c. *Security.* Thoughtless reconnaissance will betray the position of the ambush. The ambush site must be chosen to minimize the chances of being surprised, and those carrying out the ambush must themselves be able to meet an enemy attack if necessary.

d. *Concealment.* Avoid leaving signs within the ambush area. Excellent camouflage is required both by day and night.

e. *Good Control.* All members of the ambush must know the plan in detail. All signals, together with the plan for springing the ambush, must be kept simple, and be thoroughly rehearsed.

f. *Discipline.* The ambush will only be successful if all members are alert, make no noise and restrict all movement. Reaction to signals must be fast and weapons ready to fire at a moment's notice.

g. *Safety.* The following safety points must be complied with:

(1) The Cadet Training Safety Precautions booklet (AC 70768) must be consulted BEFORE ambush training starts.

(2) All movement must be conducted with weapons MADE SAFE.

(3) Uncontrolled firing must not be allowed. At night aim must not be taken directly at an individual, but to ensure complete safety there should always be a minimum distance of 50 metres between muzzles and the enemy.

(4) A high ratio of Directing Staff (DS) is required during ambush training with blank ammunition/pyrotechnics, especially at night.

06405 – 06410. *Reserved.*

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LESSON 1. — THE DELIBERATE AMBUSH

A. INSTRUCTOR'S NOTES

Aim

06411. *To teach and practise cadets in the preparation for, and conduct of the Deliberate Ambush.*

Timings

06412. *Two periods should be allocated as follows:*

- a. *Period 1. In the classroom using chalkboard/vufoil/model. Confirmation by a short demonstration, preferably outside.*
- b. *Period 2. Practising the cadet as a member of an ambush in detail and in slow time. This must be done outside.*

Stores

06413.

*Prepared chalkboard diagram/model with symbols/vufoil diagrams
Rifles
LSW
Communication cord*

Miscellaneous

06414. **Reconnaissance.** *DS must do a detailed daylight reconnaissance and also one by night if a night ambush is planned. Points to note are:*

- a. *The 50 metre clearance obligatory before blank ammunition can be fired at a live target is often difficult to find on a track, or in a woodland clearing, so other sites may have to be found. The 50 metre distance must be physically measured during the reconnaissance.*
- b. *Mark positions for Cut Off Groups, etc., (small pieces of white tape may be used) so that you can find your way back to them, especially at night.*

06415. **Conduct.**

- a. *Cadets will start to fidget if kept in position much more than 15 minutes. Time seems to pass very slowly, particularly at night.*

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b. Safety DS. *You need one or two members of the DS with the Killing Group and one with each Cut Off Group. Beware of having a large 'gaggle' of DS with the patrol; this is unnecessary and very off-putting for the cadets. With thought extra DS can meet up with the patrol at a pre-arranged point (e.g., the ambush site).*

c. Safety — Weapons. *Weapons need to be made ready for firing in the ambush positions, so that the ambush can be effectively and realistically sprung, and must be 'MADE SAFE' before withdrawing. With a little thought this need not destroy realism. Suggested action is as follows:*

(1) The 'ambush set' signal automatically indicates 'cock weapons'. Cadets should be practised in slowly and quietly operating bolts/cocking handles avoiding unnecessary noise. DS movement need only be minimal.

(2) The 'withdrawal' signal or the 'search party prepare to move' signal automatically indicate 'MAKE SAFE'. At night only the LSW needs to be checked with a torch (red); the other weapons can be checked by DS by 'feel'. Be especially careful to check that cocking pieces are forward and safety catches on. This takes a little time but can be done remarkably quietly.

d. Rehearsals. *The ambush party must rehearse everything, in the correct sequence, before departing on the patrol. This may seem boring, but is the key to the smooth running of the exercise, and to the cadets' enjoyment. Each cadet must know exactly what is happening at all times; a cadet who is confused or uninformed will derive little benefit or enjoyment from any exercise, especially if it is a night exercise.*

e. Anticlimax. *There is a tendency for cadets to 'switch off' after withdrawal from the ambush position. The instructor must use his imagination to ensure that this feeling of anticlimax is kept to a minimum on the return route; use flares etc to keep the patrol on its toes.*

B. CONDUCT OF THE LESSON

Approach

06416. An ambush is a surprise attack, by a force lying in wait, on a moving or temporarily halted enemy. It is usually a brief encounter, conducted at comparatively close quarters. When well prepared and executed it can cause heavy casualties and serious loss of morale amongst the enemy; however poor planning, preparation and execution may result in failure, and serious losses to the ambush party.

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Grouping

06417. All ambush parties are sub-divided into smaller groups, each with their own leaders. Normally the grouping is as follows:

- a. *Killing Group.* Covers the chosen killing ground and springs the ambush. It contains the Ambush Commander and the LSW(s). Size varies, but normally the group will number four men in a section ambush, and will consist of one section and platoon HQ in a platoon ambush.
- b. *Cut-off/Stop Groups.* Serve to give warning of enemy approach, cut off his line of retreat or help to defeat an enemy counterattack from a flank. In a section ambush the group will consist of two men, and in a platoon ambush each group will be of section strength.

Layout

06418. Although various alternatives exist, in the interests of safety and ease of control, it is suggested that teaching is limited to the Short Term Basic Linear Ambush (see Fig 168).

Planning

06419. **Sequence.** Actions prior to occupying the ambush position are carried out in the following sequence:

- a. Reconnaissance.
- b. Issue preliminary orders in the base camp.
- c. Preparation and rehearsal in the base camp.
- d. Move to ambush area.
- e. Final reconnaissance by Ambush Commander and Cut Off Group Commanders.
- f. Final orders of Ambush Commander (if necessary).
- g. Occupy position.

06420. **Reconnaissance.** The Ambush Commander should if possible carry out a reconnaissance of the ambush site prior to giving preliminary orders. Sometimes, however, he will be limited simply to a study of air photographs, maps, patrol reports, etc. If possible he should try to observe the ground from the enemy point of view, and he should select/ confirm the following:

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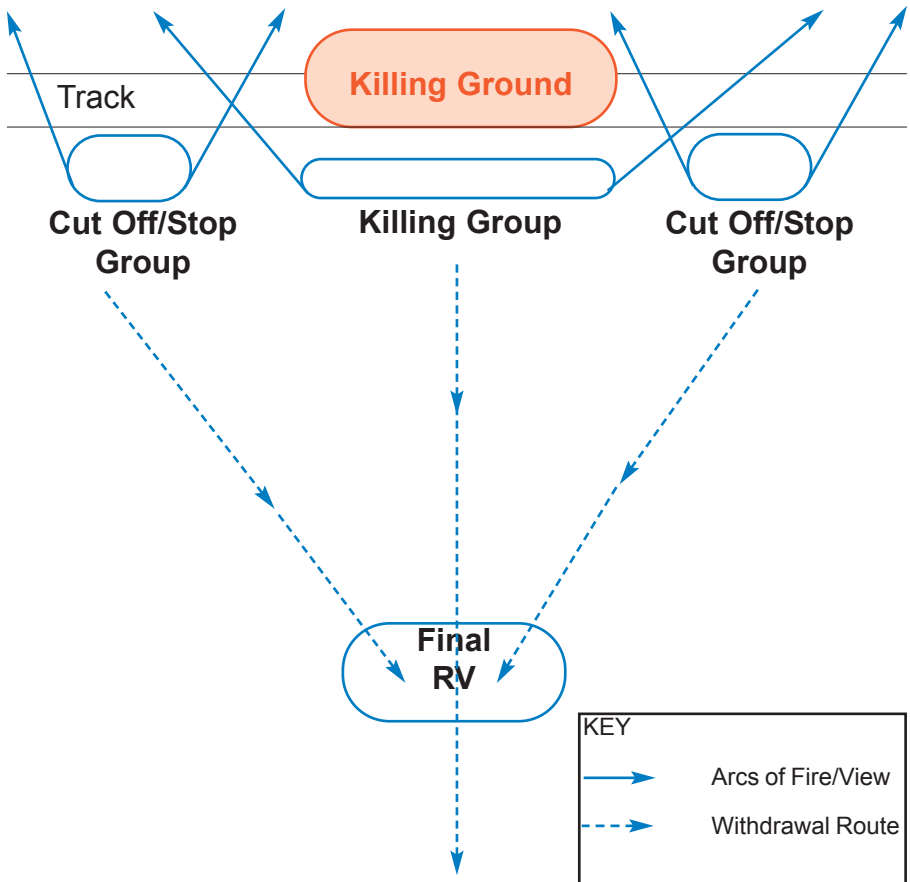


Fig 168. — A Short Term Basic Linear Ambush

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- a. The killing area and positions of the Killing Group and Cut Off Groups, including the detailed siting of LSW, booby traps, trip flares, etc.
- b. That the position of each group offers:
 - (1) Concealment, including the group's approach route and
 - (2) A good view of the killing area and/or the enemy approaches.
- c. The final RV, and routes to and from it.
- d. The withdrawal route.

Orders, Preparation, Rehearsal and Move Out

06421. **Orders.** The Ambush Commander should be very thorough in briefing his party, using a model to assist him. This should be phased to leave enough time for preparation and rehearsals. Orders are similar to those for a normal patrol (see Annex C) but with the following extra detail in the Execution paragraph:

- a. *Action on Arrival at Final RV/Firm Base.*
 - (1) Entry order of march.
 - (2) Positions and arcs (describe these, but also cover in rehearsals).
 - (3) Sentries (if necessary).
 - (4) Action if surprised.
 - (5) Action if reconnaissance party does not return within minutes.
 - (6) Confirmatory orders (location/time, if necessary).
- b. *Action in Ambush Area.*
 - (1) Order of march.
 - (2) Method of entry.
 - (3) Positions.
 - (4) Laying of communication cord.
 - (5) Arcs of fire.
 - (6) Signal for 'ambush set'.
 - (7) Ambush to be set by hours.

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c. *Action on Approach of Enemy.*

- (1) Warning signals from Cut Off Groups.
- (2) Signal to fire/stop firing.
- (3) Search party (if necessary).

d. *Withdrawal to RV/Firm Base.*

- (1) Signal.
- (2) Order of march.
- (3) Action in Final RV/Firm Base (reorganize, check numbers, weapons, etc., — move out).

06422. **Preparation.** Thorough preparation is essential for success, and should include:

- a. The thorough cleaning and testing of all weapons.
- b. The testing of special equipment, e.g., ropes and night viewing aids.
- c. The careful preparation and testing of all radio/communications equipment. New batteries should be fitted, and spare batteries carried if possible.
- d. The camouflage of cadets, clothing and equipment.

06423. **Rehearsal.** If for a night ambush, then rehearsals should be by day and night. They must:

- a. Show where each group (and those within them) are in relation to each other.
- b. Test signals/communications.
- c. Cover alerting, and springing of the ambush.
- d. Practise withdrawal to Firm Base/Final RV.

06424. **Move to Ambush Area.** The ambush party do not move directly into position, but stop short at a Final RV/Firm Base, form a tight defensive perimeter, and wait whilst the Ambush Commander and the Cut Off Group Commanders do their final reconnaissances.

06425. **Final Orders.** There should only be a need for brief confirmatory orders when some last minute changes are necessary as a result of the final reconnaissance. This is more likely (and important) by night than by day, and could include:

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- a. Description of the ambush killing area, enemy approaches and counter-attack routes.
- b. Individual tasks if these vary from rehearsals.

Occupation Sequence

06426. **Occupation.** Having completed his reconnaissance unless he has to return to the Final RV/Firm Base to give confirmatory orders, the Ambush Commander will normally remain on the position, sending the Cut Off Group Commanders back to bring up the remainder of his command. In the case of a platoon operation, sentries from both the Cut Off and Killing Groups are taken forward and placed in their respective positions during the reconnaissance and they remain there throughout the move forward to the ambush area. Cut Off Groups, followed by the Killing Group, enter the area on the same axis, and move into their positions. The Ambush Commander is normally positioned in the centre of the Killing Group, next to the LSW.

06427. **Setting Up.** Once all the groups are in position, cadets from the Cut Off Groups start laying a communications cord/cable to the Ambush Commander. Any trip flares, booby traps, etc., are set.

06428. **Ambush Set.** When the commander receives the signal from each group that all cadets are back in their position, he gives the signal for 'ambush set'. After this time no one leaves their position. Care must be taken not to give the ambush away; cadets must be taught to select a comfortable position and to remain in it without undue movement, noise, smoking, eating, etc., for the whole of the duration of the ambush.

Springing the Ambush

06429. On sighting the enemy, the Cut Off Group will alert the Ambush Commander of their approach and direction by using the communications cord. The Ambush Commander will alert the remainder of his force. Weapons are carefully brought up to the aim, taking care not to rustle the undergrowth.

06430. The Ambush Commander springs the ambush when as many enemy as possible are in the killing area. The signal for springing will always be either:

- a. A burst from the LSW OR
- b. A shot from the commander's weapon OR
- c. Ignition of a trip flare, in conjunction with a burst from the LSW (only used if it is too dark for any other method).

The signal is NEVER the commander shouting 'FIRE'.

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After Springing

06431. **Fire Fight.** This is very short and sharp. The commander then regains control by shouting 'STOP' or 'CEASE FIRE'. There is a pause whilst everyone listens for:

- a. Movement of enemy not killed or wounded.
- b. An enemy counterattack.
- c. The enemy moving back to collect casualties, thinking the ambush has withdrawn.

06432. **Search Party.** The Ambush Commander may have detailed a search party in his orders. Usually led by the ambush second-in-command, and consisting of cadets from the Killing Group, the search party go forward to check for enemy prisoners/documents etc. This is normally done by day only, since at night all movement forward of the ambush is deemed enemy. Careful control regarding safety is absolutely essential.

Withdrawal

06433. On receiving the signal (as practised in rehearsals) all groups withdraw to the final RV. Minimum time is spent here to ensure that everyone is present, and that there is no enemy follow-up, before moving off by the return route. The order of withdrawal to the Final RV is normally the Killing Group leading, followed by the Cut Off Groups.

Action on Lights/Trip Flares

06434. If time allows, get away — otherwise freeze. At night close one eye to preserve night vision. If a trip flare move away from the area as quickly as possible, then get down and observe.

Encounter Drill

06435. If the ambush patrol is itself ambushed the only solution is to scatter and move individually to the previously arranged RV.

06436 – 06440. *Reserved.*

SECTION 21. — PATROL HARBOUR

A. INSTRUCTOR'S NOTES

Aim

06441. *To teach the occupation of a patrol harbour at section and platoon level.*

Timings

06442. *One 30 minute period followed by the practical periods.*

Stores

06443.

Diagram of the occupation of a harbour

Rifles

Full webbing including ponchos, string, etc.

Preparation

06444. *Draw on a chalkboard a diagrammatical occupation of a harbour (see Fig 169) or prepare a series of vuoils.*

B. CONDUCT OF THE LESSON

Approach

06445. A patrol harbour is a position established to provide security when a patrol halts for an extended period. Possible reasons for the establishment of the harbour are:

- a. To avoid detection.
- b. To lie up whilst a detailed reconnaissance of an objective is made prior to the formation of a final plan and issue of detailed orders.
- c. To form a base from which operations can be mounted, e.g., attack, ambush, reconnaissance, or establishing OPs.
- d. To provide an RV after infiltration into an enemy area by small groups, or after withdrawing from such an area.

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- e. To provide security for an administrative halt after long periods of movement or close contact.

Triangular Harbour Drills

06446. The most common application of the patrol harbour is the establishment of a triangular harbour by a platoon. The drill can be adapted by a smaller patrol.

06447. The triangular harbour at platoon level ensures the following:

- a. All round defence with an LSW at each corner of the triangle.
- b. Mutual support, in that an attack from any side is covered by two LSWs.
- c. Ease of command and control with platoon HQ in the centre.
- d. Ease of administration with a simple, compact layout.

06448. The procedure for moving into a triangular harbour at platoon level is divided into five stages:

a. *Stage 1 — Selection.* The selection of a possible harbour area can be done from a map, an air photograph, aerial reconnaissance, or on the ground. The detailed siting must be confirmed by reconnaissance and the area secured before occupation. In selecting an area, the following points must be considered:

(1) *Mission.* The harbour must be located so that it best enables the patrol to accomplish its task.

(2) *Location.* Choose an area:

(a) Which can be easily defended.

(b) Where there is dense vegetation, to provide cover from the ground and from the air.

(c) Away from human habitation and areas regularly used by civilians.

(d) With access to a source of water.

(e) With reasonable routes in and out.

(f) Where communications are good.

(3) *Avoid.*

(a) An obvious position.

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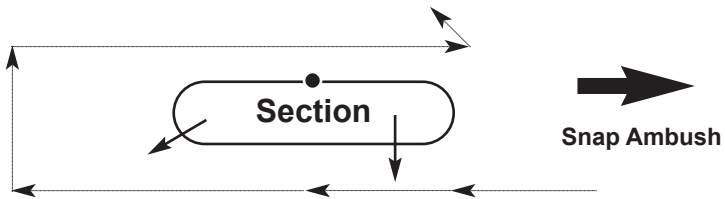
- (b) Ridge lines or crests which may be used as routes.
- (c) Roads, tracks, etc.
- (d) Wet areas, steep slopes and small valleys.

b. Stage 2 — Occupation. For the swift and efficient occupation of a patrol harbour a well understood drill is essential. It should be carried out using hand signals with a minimum of noise. Variations are numerous, but a suggested drill is as follows:

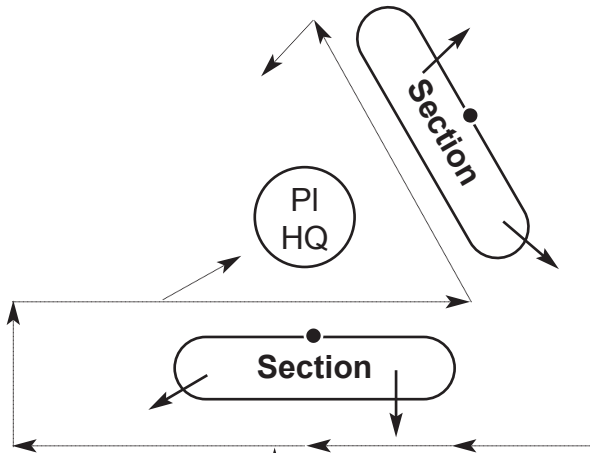
- (1) The platoon halts short of the selected area. It should break track and lay an ambush (preferably triangular) on its previous route to engage any enemy patrol following or tracking the platoon.
- (2) The platoon commander and his reconnaissance party (section commanders and at least one guide) go forward to site the harbour in detail. The platoon sergeant remains in command of the main body.
- (3) On arrival at the site of the harbour, tasks are as follows:
 - (a) The platoon commander points out the platoon HQ position and the location of the 6 and 12 o'clock positions.
 - (b) The platoon commander and section commanders site the section areas, particularly the LSW positions.
 - (c) The perimeter wire is laid to ensure that the sides of the triangle are straight when the platoon occupies the harbour.
- (4) On completion of the reconnaissance, a section commander and at least one guide are sent back to bring forward the main body. The platoon is led to the harbour area in single file.
- (5) Sections are met by their section commanders at the apex of the section's location and each man is shown his position and given his arc (see Fig 169).
- (6) This method of occupation should ensure that there is an LSW at each corner of the triangle, noise is kept to a minimum and the track plan is identified.
- (7) Once positioned by his section commander, each man removes his pack and adopts a fire position covering his arcs of fire.
- (8) Section commanders should site their own positions centrally so that they can see the platoon commander and their own 2IC.

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Stage 1



Stage 2



Stage 3

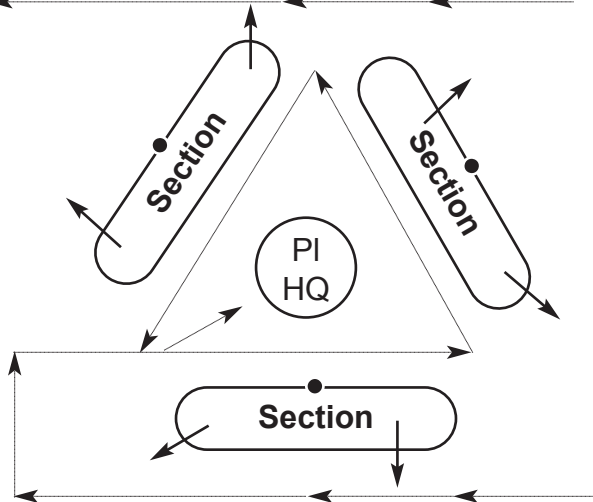


Fig 169. — The Occupation of a Harbour (Standard)

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(9) The platoon commander should check the perimeter to ensure cohesion between sections. Each section commander meets him at his corner LSW position; any minor adjustments to the layout of the harbour can be made at this stage.

c. *Stage 3 — Clearance Patrols.*

(1) On a signal from the platoon commander, each section sends out a clearance patrol to cover their own section's arc. The rest of the section remain 'stood to'.

(2) The section commander or 2IC and one or two men move out through the neighbouring section's LSW position. They go out to the limit of visibility and sound, then turn and move along their own section's frontage. This drill ensures that the section arc is fully covered. The clearance patrol then returns through their own section's LSW position. In this way all tracks into the position are covered by an LSW position.

(3) Clearance patrols should detect and report to the platoon commander:

- (a) Signs of recent enemy activity.
- (b) Possible enemy approach routes.
- (c) Unexpected obstacles (i.e., mines and ravines).
- (d) Streams and dominating ground.
- (e) Possible ERV locations.

(4) If a thorough initial reconnaissance has been conducted, it may occasionally not be necessary to send out clearance patrols immediately after the occupation, particularly at night.

(5) If there is not much time between occupation and last light, platoon commanders may consider dispensing with clearance patrols. However, if the patrol is to remain in its harbour during the following day, clearance patrols must be sent out at first light.

d. *Stage 4 — Sentries.* Once clearance patrols have been completed, sentries should be posted. Points to note are:

(1) Sentries should be posted beyond the limit of noise from the harbour (to avoid distraction and to alert the platoon before any enemy hear the harbour).

(2) One sentry per section posted in depth will normally suffice.

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(3) The sentries are to act as early warning of any enemy approach. They should be armed with rifles but fire only in self defence. Their withdrawal route back to the harbour should be via the LSW position and be clearly understood by all.

(4) Communication between sentries and the LSW positions must be established. This should include use of communication cord.

(5) The sentries are located outside the harbour only during work routine.

(6) By night, sentries will normally consist of staggered double manning of the corner LSWs. The double manning provides continuity at the sentry position, allows one sentry to fetch the relief and reduces the chances of a sleeping sentry.

e. Stage 5 — Work Routine. Once sentries are posted, work begins to strengthen the harbour. Tasks include:

(1) Preparation of stand-to positions and fields of fire, construction of shell scrapes and the positioning of warning devices (e.g., trip flares).

(2) Preparation of a path to allow silent movement round the position. Shell scrapes should be on the outside edge of the path. Soldiers should live in and fight from their shell scrapes. Wire should be laid just inside the shell scrapes to mark the path and prevent accidental movement outside the harbour at night. This is lowered during daylight hours.

(3) Laying of communications cord from sentries to LSW positions and/or section commanders, and from section commanders to platoon commander.

(4) Positioning of shelters. These are erected over shell scrapes at last light and taken down before first light. They may be erected in poor weather at the platoon commander's discretion.

(5) Confirmatory orders by the platoon commander to establish an operational and administrative routine. The points are as for routine in defence and include:

(a) Future operations (i.e., patrols).

(b) Alarm and stand-to system (and its rehearsal).

(c) Orders for opening fire and defence of the harbour. Location of platoon ERV.

(d) Sentry roster.

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- (e) Resupply.
- (f) Sleeping and feeding.
- (g) Track discipline.
- (h) Staggered cleaning of weapons.
- (i) Latrines these should be within the perimeter of the harbour or outside within the sentries arcs.

Security

06449. The platoon commander must ensure:

- a. Sentries are correctly posted and briefed.
- b. Good communications with sentries to ensure early warning of enemy approach.
- c. All round defence is maintained.
- d. Good battle discipline is maintained. Points to include:
 - (1) Correct camouflage.
 - (2) No lights, smells or unnecessary noise.
 - (3) Webbing worn and weapons carried at all times. Kit not in use to be packed away.
- e. The harbour is as compact as possible.
- f. Clearance patrols are sent out at first and last light.
- g. All movement into the harbour is done through 6 o'clock or along the route taken during the occupation. Precautions must be taken to counter possible enemy follow up of own patrols.

06450 – 06460. *Reserved.*

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SECTION 22. — FIRE AND MOVEMENT

LESSON 1. — EXPLANATION

A. INSTRUCTOR'S NOTES

Aim

06461. *To explain Fire and Movement.*

Timings

06462. *One 30 minute period.*

Stores

06463.

*Diagram to show organization of a rifle section
Chalkboard
Models*

Miscellaneous

06464. *If there is a demonstration section, see that it is well rehearsed. Section handling is the link between individual weapon training and tactics, in which the cadet learns to work in a section team. Each cadet must be practised in the duties of the others within the section.*

B. CONDUCT OF THE LESSON

Preliminaries

06465. **Safety Precautions.** *Normal (if weapons used).*

Approach

06466. *Explain:* Now that the capabilities of the section are known in terms of fire power and movement, it is time to learn how to combine them to support one another in order to overcome enemy opposition.

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Fire and Movement

06467. *Explain:* The infantry can seldom get to within assaulting distance of the enemy without the enemy being in a position to shoot at them. In order to reduce the effect of this fire it must be returned as quickly as possible. This return fire can take the form of an artillery bombardment, mortars, tanks or machine guns. However, the most quickly produced accurate fire support is provided from the section itself.

06468. *Question the cadets with the aid of the diagram, chalkboard or models to illustrate the answer:*

“If you were section commander when your section was fired on what weapon in your section would most effectively deal with the enemy?” The answer should be the LSW, which is capable of producing a very high rate of fire. Although the LSW produces a high rate of fire, the weapon does not act on its own. The system is reliant on the other weapons (i.e., rifles) in the Fire Team.

06469. *Explain:* Whilst the LSW and the remainder of Fire Team D is firing at the enemy (known as covering fire) the other part of the section, Fire Team C, can move into a better position closer to the enemy or even into a position to attack. In addition Fire Team C can take two extra men from Fire Team D to assist with the attack.

06470. *Question the cadets with the aid of the diagram, chalkboard or models to illustrate the answer:*

“If the section commander at any time wanted to move a Fire Team, who would provide covering fire?” This time the answer should be the other Fire Team.

06471. *Explain:* When a Fire Team provides covering fire the other Fire Team moves, and this will continue until the section commander is in a position to attack the enemy. This is known as FIRE and MOVEMENT and is the basis of all tactics. In the Assault a Fire Team breaks down into two pairs (left half and right half). One pair simulates covering fire whilst the other pair moves 5–10 metres. **However during cadet training safety considerations mean all movement must be conducted with weapons MADE SAFE. This results in the moving elements only being covered by observation.**

06472. If a demonstration section is used cadets should now be given a demonstration of FIRE and MOVEMENT, or they can be split up into two Fire Teams and practised in FIRE and MOVEMENT. They can also practise their pairs within Fire Teams.

06473. Remember all movement must be conducted with weapons MADE SAFE.

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Conclusion

06474. ***End of Lesson Drill.***

a. *Remember the main points:*

(1) *Before one group moves the other is in a firing position ready to open fire at once or is actually firing.*

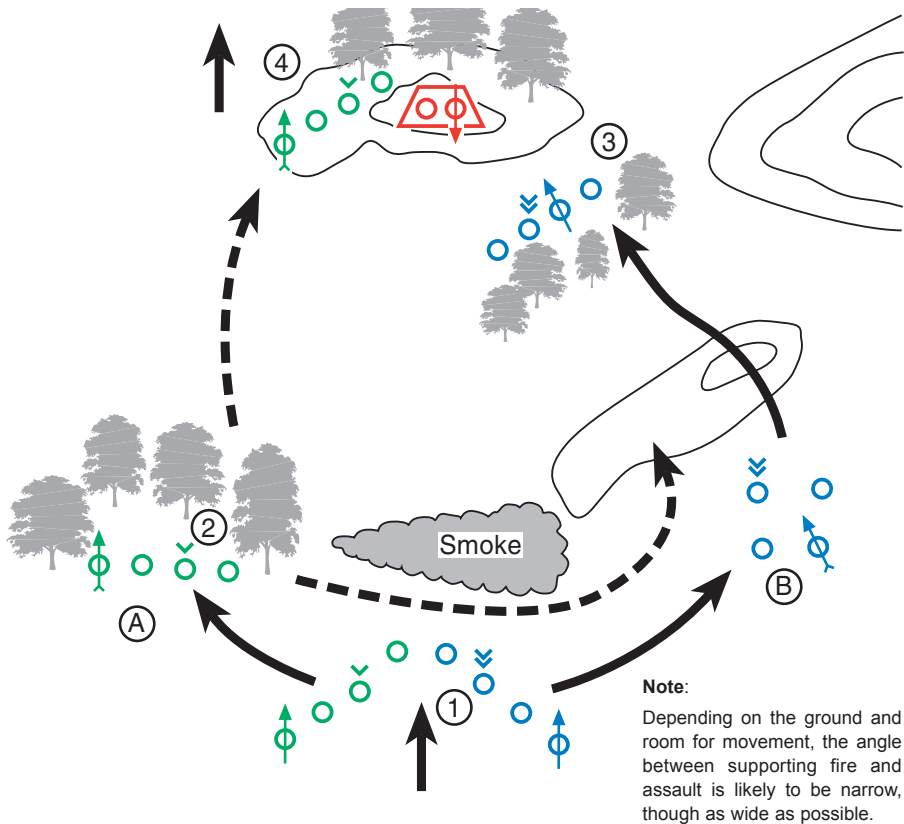
(2) *Both groups must make the best use of ground and cover.*

b. *Questions from and to the squad.*

c. *Sum up.*

d. *Look forward to the next lesson.*

06475 – 06480. *Reserved.*

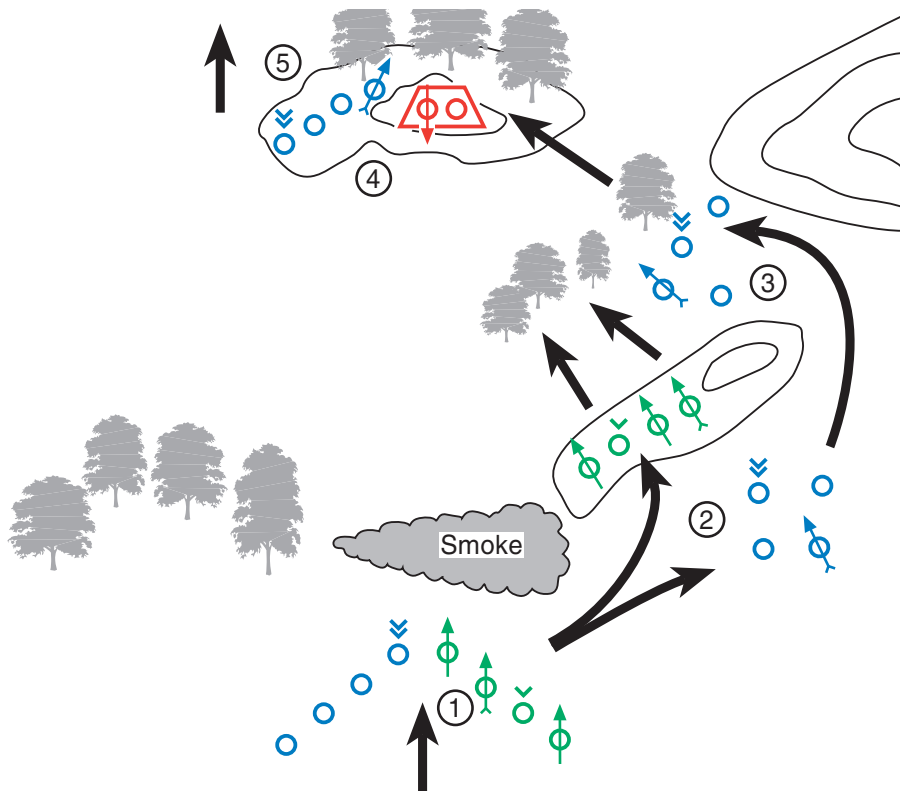


STAGES OF MANOEUVRE BY FIRE TEAMS

1. Section under effective fire, fire returned. Under cover of smoke and suppressive fire from Blue Fire Team (C), Green Fire Team (D) moves to fire support position at 'A'. Then Blue Fire Team (B) moves to dead ground ready to assault.
2. Green Fire Team suppresses the enemy position with fire.
3. Blue Fire Team moves to assault position using cover of F & M plus supporting fire from Green Fire Team.
4. Blue Fire Team assault covered by Green Fire Team. Position cleared. Green Fire Team rejoin using either the same route as the assault team or a direct route if appropriate.

Fig 170. — An Example of F & M Within the Section (Normal Grouping)

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STAGES OF MANOEUVRE (only 1 LSW)

1. Section under effective fire, fire returned, section moves to dead ground under cover of smoke.
2. Green Fire Team moves forward to fire position.
3. Blue Fire Team moves to assault position adding two men from Green Fire Team.
4. Blue Fire Team assault covered by remainder of Green Fire Team. Fire and Manoeuvre work in two groups of three men working in half. Note cadets will not break down movement below two men.
5. Green Fire Team rejoin main assault group.
6. Reorganize on line of advance.

**Fig 171. — An Example of F & M Within the Section
(Support and Assault Teams)**

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LESSON 2. — FIRE AND MOVEMENT — PRACTICE

A. INSTRUCTOR'S NOTES

Aim

06481. *To practise cadets in fire and movement as a section.*

Timings

06482. *Two 30 minute periods.*

Stores

06483. *Rifles and LSWs.*

Miscellaneous

06484. *This practice should be carried out in the open on a piece of ground which has previously been checked for suitability. A section commander must be nominated who may be the instructor himself.*

B. CONDUCT OF THE LESSON

Preliminaries

06485. **Safety Precautions.** *Normal.*

Practice

06486. Point out a clearly marked enemy position and then practise the section moving on to it in two groups — Fire Team C and D.

Conclusion

06487. **End of Lesson Drill.**

- a. *Sum up.*
- b. *Look forward to the next lesson.*

06488 – 06490. *Reserved.*

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SECTION 23. — SECTION BATTLE DRILLS

A. INSTRUCTOR'S NOTES

Aim

06491. *To teach cadets the six Battle Drills.*

Timings

06492. *Ten 30 minute periods (total time of six drills).*

Stores

06493.

Rifles
LSW

Preparation

06494. *Choose a piece of ground suitable for teaching and practising the drills. Initially a flat piece of ground is required but when a drill has been learnt it should be applied to ground with features such as hills and woods or undergrowth providing cover from view or fire.*

B. CONDUCT OF THE LESSON

Preliminaries

06495. *Safety Precautions. Normal.*

Approach

06496. Experience has shown that it is an advantage to have a recognized and well understood method of tackling minor tactical problems when rapid action is essential for success. The section attack has therefore been broken down into six basic drills; each can be taught as a separate lesson and the drills together form the logical sequence of action to enable a section to overcome minor opposition using fire and movement. As soon as they are understood they should be applied to properly conducted tactical exercises.

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SECTION BATTLE DRILL 1. — BATTLE PREPARATIONS

Preparation for Battle

06497.

- a. Personal camouflage; break up the outline of the webbing and shoulders using local foliage typical of the country over which the section is to operate.
- b. Check that weapons are clean and serviceable. Set sights at 300.
- c. Check that ammunition is clean and that magazines are properly distributed.

06498. The section commander will number off the cadets before giving them orders under the following headings:

- a. *Ground.* To include reference points if possible.
- b. *Situation.*
 - (1) Enemy forces.
 - (2) Friendly forces. Details of platoon formation and task.
- c. *Mission.* The section mission.
- d. *Execution.*
 - (1) Route, if applicable.
 - (2) Section formations.
- e. *Service Support.* Any necessary information from the platoon commander's orders.
- f. *Command and Signal.* Any necessary information from the platoon commander's orders.

Reference Points and Anticipatory Orders

06499. In the advance to contact, the section commander will be on the lookout as the section moves for:

- a. New reference points for fire orders. The section commander will usually pick two or three within about 400 metres range in a wide arc on the section front. The section commander will describe these to the section as they advance; each cadet will acknowledge by a hand signal or say "**Not seen**".

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b. Position where the section can take cover if it comes under effective enemy fire. Whenever possible, the section commander will point out such positions by anticipatory orders, such as *"If we come under effective fire, Fire Team D take cover in scrub, Fire Team C line that bank"*. Some such indication will certainly be necessary in country where there is little cover, or on a steep forward slope.

06500. Unnecessary shouting should be avoided at this stage; it only serves to alert the enemy.

SECTION BATTLE DRILL 2. — REACTION TO EFFECTIVE ENEMY FIRE

06501. Sections must be trained to continue the advance in spite of the noise of fire directed at someone else and regardless of stray rounds amongst them.

06502. Effective enemy fire in this situation is enemy small arms fire which would cause heavy casualties if the section continued on its course. Most cadets would instinctively drop to the ground when under effective fire. This action is generally wrong because the enemy usually opens fire when his target is in a place offering little or no cover. The best course is to increase speed, thereby making a difficult target. This action would lead to loss of control by the section commander unless carried out as a drill as follows:

a. The executive order to take cover will be given by the section commander as **"Take cover"**.

b. On the command **"Take cover"**, every cadet will run to the nearest cover or that pointed out by the section commander in the anticipatory order. No cadet will run more than 15 metres unless running to cover pointed out by the section commander.

c. Every cadet will dive or drop into cover and at once crawl some way, preferably to a flank, so that the enemy cannot have his sights directly on him when the cadet reappears.

d. Every cadet will move up to a position of observation; any cadet out of earshot of the section commander must crawl close enough to be able to hear the section commander's voice, or receive relayed orders.

e. Any cadet who actually spots the enemy will return the fire without waiting for an order from the section commander.

f. In principle, when contact has been made, no cadet in the section should be idle. Everyone should be doing one or more of the following:

(1) Observing.

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- (2) Firing if the enemy is seen.
- (3) Moving to a new position of observation.
- (4) Moving to a new fire position.

g. Bunching must not be allowed. No cadet should ever be less than four metres from his nearest neighbour.

06503. This drill may be summarized as follows:

- a.** ***“Take Cover”*** ordered by the section commander.
- b.** DASH — DOWN — CRAWL — OBSERVE — SIGHTS — FIRE.

SECTION BATTLE DRILL 3. — LOCATION OF ENEMY

06504. Location of enemy fire is usually difficult. Failure to locate the enemy may prevent the section moving without suffering heavy casualties. It may lead rapidly to loss of initiative by the section and the halting of the platoon advance.

06505. There are three stages in this drill:

- a.** *Observation.* Look in the area from which the thump came. The time between the crack and the thump gives a clue to the range (each second represents 600 metres). Look for movement, smoke, radio antennae or anything unusual. If nothing is seen after about 30 seconds or so, it is unlikely that the enemy will be located by looking.
- b.** *Fire.* The section commander will give a fire order to two riflemen to fire two shots into likely cover. The rest of the section will keep a careful watch on their arcs of observation. If there is no answering fire the section commander should try some other likely target.
- c.** *Movement.* If there is still no reaction by the enemy the section commander will order two riflemen to get up and double forward about ten metres to different cover. The section commander may do this again if no fire is drawn the first time. A cadet getting up and dashing ten metres is a very difficult target to hit. If there is still no enemy reaction the section commander must carry on with the advance.

06506. ***Target Indication.*** If a cadet should locate the enemy before the section commander, the cadet will indicate the enemy position to the section commander by using one of the methods for target indication described in Chapter 4, Section 18.

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SECTION BATTLE DRILL 4. — WINNING THE FIRE FIGHT

06507. As soon as the section commander knows the enemy's position, the section commander must give a fire order to bring sufficient weight of fire on the enemy to neutralize them. If one or more cadets, who have spotted the enemy, have begun firing the section commander regains control by shouting **“Stop”** before giving the fire order.

06508. While winning the fire fight, the section commander must make a battle appreciation. Having won the fire fight, the section commander must keep the initiative by continuing to bring fire down on the enemy while the section closes for the assault.

SECTION BATTLE DRILL 5. — THE ATTACK

06509. **Battle Orders.** Battle orders will be as brief as possible. There is no need to mention the enemy position if this is known to all concerned. The mission will have been given out before the attack began but may need modifying. The battle order will always be one of the following, depending on the number of stages in the attack (see Fig 172).

- a. For a one stage attack, that is when the rifle group goes straight into the assault:

“Left (or right) flanking”
“Fire Team C prepare to assault”
“Fire Team D — Fire”
“Fire Team C — Move”

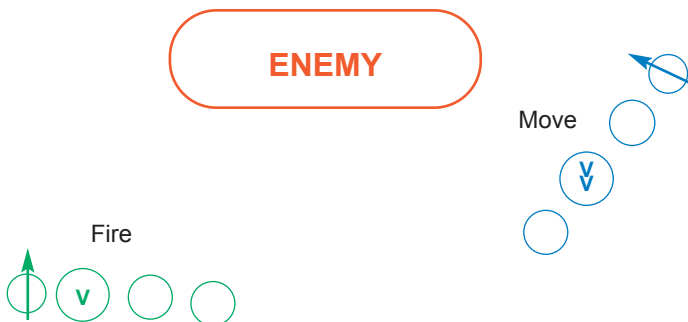


Fig 172. — One Phase — Right Flanking

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b. For a two stage attack, that is when Fire Team D must move to another position before Fire Team C assaults:

“Left (or right) flanking”
“Fire Team D move first to”
“Prepare to move”
“Fire Team C — Fire”
“Fire Team D — Move”
“Fire Team C Prepare to Assault”
“Fire Team D — Fire”
“Fire Team C — Move”

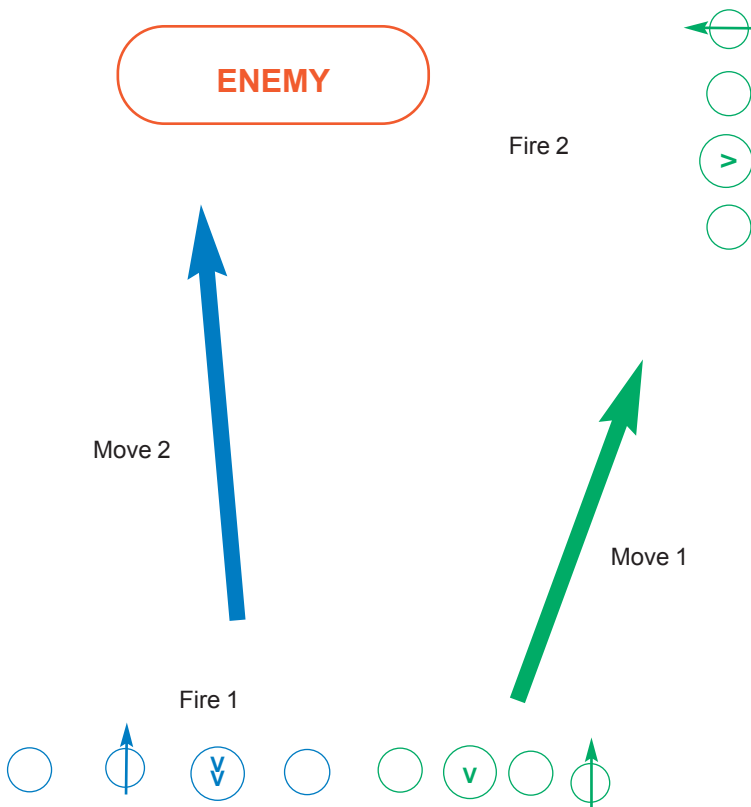


Fig 173. — Two Phase — Attack

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- c. The Assault can be developed in which Fire Team C moves, followed by Fire Team D and finally Fire Team C assaults:

“Fire Team C moves first to”
“Prepare to move (Fire Team D fire)”
“Fire Team D move to prepare to move (Fire Team C fire)”
“Fire Team C prepare to assault (Fire Team D fire)”

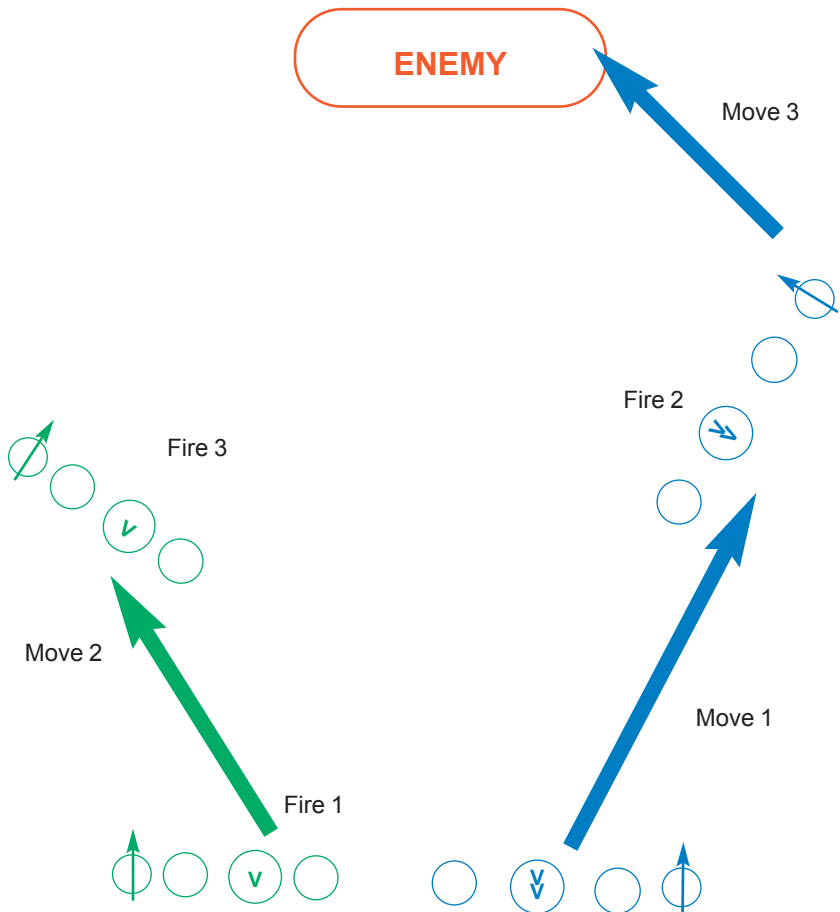


Fig 174. — Three Phase — Attack

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- d. For an attack when section commander decides Fire Team C needs two men from Fire Team D.

“Fire Team D move two men to Fire Team C remainder Fire Team D fire”

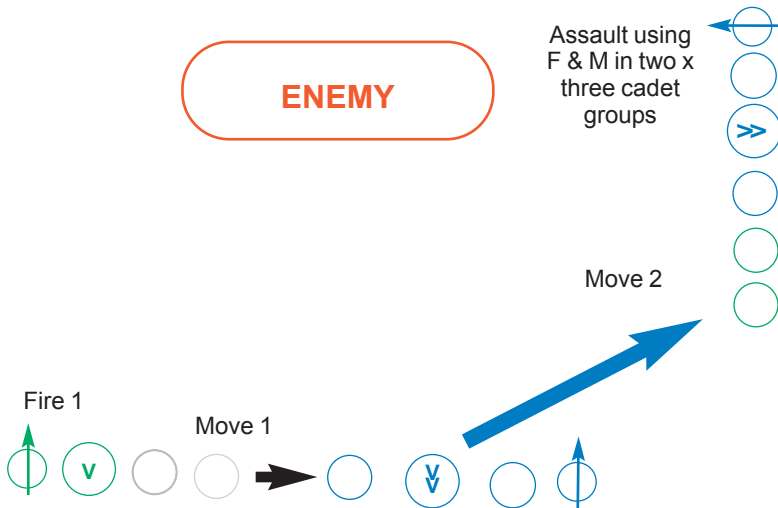


Fig 175. — Assault Using Extra Men from Fire Team D

06510. When a section is really well trained the orders for a two and three stage attack can be reduced as each Fire Team will know what to do. Left or right flanking merely indicates which side of the enemy the Assault Fire Team is to work.

Movement During the Attack

06511. Usually cadets advancing into action will move at a brisk pace until the final stages of the assault when they will break down to half Fire Team Movement. This means a pair dashing to 10 metres then getting down. The other half will then move. **Cadets must be MADE SAFE before any movement.**

06512. Running and crawling are tiring and should only be used to gain surprise by an unexpected approach, to get out of a critical situation, or for the final assault.

06513. When subjected to enemy fire cadets must get through it as quickly as possible. To halt and try and find cover is ineffective and can be suicidal.

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06514. When relatively small spaces have to be crossed it is often best for the whole section or group to run across together before the enemy has time to spot them and fire.

06515. Cadets advancing under these conditions must be aggressive and determined, with the will to overcome all opposition.

The Advance

06516. The section commander will lead Fire Team C in the assault.

- a. At the same time the section commander will keep Fire Team D under control throughout this phase of the attack. The 2IC (D Commander) must be given clear initial orders and must then act on with initiative keeping an eye on the section commander for signals in case of a change in plan. **Cadets must be MADE SAFE before any movement.**
- b. All movement in the open by either group must be covered by the other. The angle between the two groups will be as near a right angle as possible to get the closest possible fire support.
- c. When Fire Team C gets into their individual fire positions, Fire Team D must move forward automatically unless it has already reached a position from which it can effectively support the assault.
- d. The section 2IC, who is in Fire Team D, is responsible for watching the section commander and listening for orders and also for watching the movement of Fire Team D so that covering fire can be given at critical moments and can be varied from slow to rapid as necessary. This helps to conserve ammunition and ensures that covering fire is given when it is most needed. The remainder of the Fire Team will fire their rifles when the LSW has a stoppage or magazines are being changed as fire must be maintained while Fire Team C is moving in the open.

The Assault and Fighting Through the Objective

06517. On arrival in the area of the final assault position, the section commander must quickly get his section together for the assault on the enemy position.

- a. The section commander will give out any orders for the assault and regain strict control which may have been lost during the approach to the final assault position. All this must be done in a matter of seconds by a combination of orders and signals.
- b. Whatever the numbers assaulting, the assault must go in as quickly as possible, under the supporting fire of the rest of the section.

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c. The section commander will give a silent order to start the assault. Fire Teams will break down into two pairs using F & M in bounds of five to ten metres.

06518. As the assault goes in Fire Team D will increase the rate of fire to the rapid rate and will fire as long as possible and then switch its fire across the objective just in front of the rifle group.

06519. When the assaulting Fire Team has arrived on the objective it has to overcome all remaining enemy resistance. This phase of the attack is known as fighting through the objective.

06520. It is a difficult and crucial stage of the battle. Fire and manoeuvre will be necessary to overcome individual enemy posts. The section commander again must display courage and initiative and inspire cadets with aggressive determination.

06521. The scope for movement will be limited and much of the fighting will be at close quarters.

06522. As each individual post is tackled, fire support from a flank must cover each assault and any open flank likely to be exposed to enemy fire.

SECTION BATTLE DRILL 6. — REORGANIZATION

06523. When the objective has been cleared of the enemy, the section commander must regain close control over the section and position them ready to beat off any enemy counterattack. Over-exuberance must be firmly checked. The drill for reorganization must be swift and efficient. If it is not, all ground gained will be quickly lost.

a. The section commander is to:

- (1) Swing back on to the axis.
- (2) Allot arcs to each cadet within the section arc.
- (3) Detail and post sentries.
- (4) Check on casualties and ammunition.
- (5) Arrange for redistribution of ammunition.
- (6) Supervise digging of shell scrapes.
- (7) Despatch prisoners and captured equipment to the rear.
- (8) Report to platoon officer for further orders.

b. Fire Team D will:

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(1) Rejoin Fire Team C as quickly as possible along the route taken by Fire Team D if the situation permits.

(2) Check and refill magazines.

c. The riflemen will check weapons, ammunition and equipment.

06524 – 06530. *Reserved.*

SECTION BATTLE DRILLS — SUMMARY

Situation	Battle Drill	Orders by Section Commander	Action by Section
(a)	(b)	(c)	(d)
Before moving	1. Battle preparations	Prepare for battle Arrowhead: Fire Team C left, D Right "Reference point – 200 – quarter right – dead tree – known as tree. If we come under effective fire, line that bank."	Carries out details of drill and forms up ready to move. Cadets acknowledge.
Advancing			
Under effective enemy fire	2. Reaction to effective enemy fire	"Take cover".	Dash – down – crawl – observe – sights – fire.
Enemy fire continues	3. Location of the enemy	(If no rifleman fires) "1 and 2 riflemen – 200 – area tree – two rounds each – fire". (If no enemy reaction) "3 and 4 riflemen – five yards to your left double".	Observe and report.
Enemy fire dies down	4. Winning the fire fight	"Stop" "Section – 200 – tree – three o'clock – bushes – sniper – fire".	Controlled fire by the whole section.
Enemy fire ceases	5. The Attack	Whistle "Stop" "4 and 5 riflemen carry on".	Two riflemen firing discourages enemy reaction.
Battle orders		"Left flanking – Fire Team D first to bank ahead on right. Fire Team D prepare to move. Fire Team C – fire".	2IC relays orders to Fire Team D.
Fire and movement begins			Fire Team D moves covered by Fire Team C. Fire Team D gets into action and begins firing immediately – 2IC hand signals section commander to move.
Fire and movement continues			
The assault		"Fire Team C stop. Prepare to assault – move."	Fire Team C moves into assault covered by Fire Team D.

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(a)	(b)	(c)	(d)
Fighting through		This is a difficult and crucial stage of the battle during which fire and movement by the section and by groups within the section will be necessary to overcome individual enemy posts. Fighting will be at close quarters and any orders by the section commander must depend on the situation at a particular post. As each individual post is tackled fire support from a flank must cover the assault and any open flank likely to be exposed to enemy fire.	
Enemy position overrun	6. Reorganization	Orders for: Searching the position. Arcs of observation. Reference points. Checking casualties. Check ammunition. Refilling LSW magazines.	Fire Team D rejoins Fire Team C automatically.

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SECTION 24. — OPERATIONS IN WOODS AND FORESTS

A. INSTRUCTOR'S NOTES

Aim

06531. *To teach 4-Star Cadets operations in woods and forests. (This is not for cadets below 4-Star.)*

Timings

06532. *Two theory periods and six practical periods.*

Preparation

06533. *Choose a piece of ground where there is an obvious wood to practise the drills. It is advised that you walk through first before practising.*

B. CONDUCT OF THE LESSON

Preliminaries

06534. **Safety Precautions.** *Normal.*

Approach

06535. Extensively forested areas are often associated with mountainous or tropical countries.

06536. This section is concerned only with operations which may take place in environment much of which is densely forested. Fighting in woodland is primarily an infantry function. The tactical emphasis will fall on sections and platoons operating within the frame of a company operation.

Types of Woodland

06537. Woods may vary in size from a small copse to a large forest which extends for several kilometres in all directions. These large forested areas have a profound effect on tactical planning.

06538. Woods and forests will vary considerably, depending on the type and size of the trees. Deciduous trees will obviously offer less concealment in winter than

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conifers. Young woods will often be dense, affording accessible cover from view for infantry but not for vehicles. They will also give little cover from fire and visibility will be poor. Mature woods will be an obstacle to vehicles but will give cover from the air. Visibility, however, will be greater at ground level, and infantry will be able to move relatively freely.

The Effect of Woods on Tactics

06539. **General.** Woods and forests have three main effects on tactics; they reduce visibility and fields of fire, they affect mobility and they provide some measure of concealment from the air.

06540. **Reduced Visibility and Fields of Fire.**

a. The extent of reduced visibility and of fields of fire will vary according to the density of growth. Additionally, high ground will have reduced value for observation. Clearings and rides will be important for observation and fields of fire and ride junctions will be particularly significant.

b. In a wood the density of trees and undergrowth will reduce the area a platoon can hold. Good fields of fire and mutual support will be difficult to achieve and in dense woodland a platoon's frontage may only be some 100 metres.

c. Forests have a major effect on radio communications. Radios will have to operate on increased power or alternative means of communication, e.g., line or runners, will have to be considered. The siting of platoon headquarters may therefore be dictated by communications.

d. The movement of infantry will also be impeded by forests. Navigation in particular may become more difficult and progress on foot will be determined by the nature of the terrain.

06541. **Cover from the Air.** Cover afforded by the canopy of foliage will vary according to the types of trees and the season; nevertheless it will usually provide a significant measure of protection from view. Accordingly, infantry moving on foot can exploit the advantage of surprise which this cover gives them. Tree cover also provides concealment from surveillance.

06542. **Obstacles.** Woods and forest provide good scope for the construction of obstacles by means of tree felling and use of log piles.

Wood Clearing Operations

06543. **General.** Operations in large wooded areas tend to favour the defender. An attack through forests will be a slow operation and advance to contact techniques

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will usually have to be employed. The commander will have to keep a strong reserve to go to the point of main effort. The direction of the attack is likely to be governed by the existence of routes, but this is exactly the area where the enemy is likely to have his strongest defences; the indirect approach should not be ignored. Gaps between the defenders' positions should be found and their positions bypassed. Quick attacks from an unexpected direction will be the norm and deliberate attacks will only be mounted if it is vital to dislodge the enemy from the area after the failure of a quick attack.

06544. **Scale of Operations.** No further consideration will be given here to large scale offensive operations in woods. Platoon and section tasks in such operations will be varied and will be very demanding both physically and mentally.

06545. **Smaller Scale Platoon Tasks.** Smaller scale tasks for infantry platoons will be the clearing of small woods and isolated areas of close, natural cover such as are found in mixed terrain in the following circumstances:

- a. In an advance to contact.
- b. To clear a planned hide or battle position before occupation.
- c. To search for saboteurs or infiltrators who may have been parachuted into rear areas.
- d. During counterinsurgency operations.

06546. **Enemy Strength.** The level of enemy that may be anticipated in this context is:

- a. A standing patrol.
- b. A reconnaissance patrol lying up.
- c. A patrol base.
- d. A small enemy force which has been cut off.
- e. Part of a larger enemy force which is attempting to infiltrate.

Such enemy may well be dug in and very well concealed, or may be in hastily prepared positions. Their aim may be to remain concealed, or to defend themselves aggressively. Especially in the latter case, deployment throughout the wood/natural cover could range from single snipers to section ambushes/positions concealed at, under or above ground level.

06547. **Principles.** Once the general position of the enemy is located, speed and thoroughness of searching are essential to destroy him or prevent him from escaping.

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a. *Speed.* This is vital both in planning and in execution. A well rehearsed drill which requires the minimum of orders and reorganization of sections must be used to achieve it. This drill will include the preliminary action of covering all possible enemy lines of withdrawal.

b. *Thoroughness.* The thickness of the wood or natural cover will dictate how close the men clearing it must be to ensure that they do not miss any enemy. Six metres between men will be the maximum in a thick wood. For many woods this means that the troops available are insufficient to clear it in one sweep. Then, some adaptation is necessary such as clearing it along its length, so that the frontage matches the troops available. It may even be necessary to clear it in more than one sweep, but this is undesirable. In this circumstance arrangements will have to be made to ensure that the enemy do not move from an uncleared to a cleared area of the wood.

06548. *Planning Considerations.*

a. *Direction.* If the choice is not dictated by the location of the enemy or the shape of the wood, it is easier to clear downhill and also to make the enemy retreat in the direction of his own lines or along his chosen withdrawal route.

b. *Killing Area.* Try to drive the enemy into a good area outside the wood so that they can be destroyed. This should be an open area.

06549. *Organization of the Platoon.* The platoon could be organized several ways; this is just one suggestion:

a. *Stops.*

- | | |
|----------------------|-------------------------|
| (1) Commanders | Section 2ICs. |
| (2) Personnel | 1 and 2 Section's LSWs. |

b. *Sweeps.*

- | | |
|---------------------|---|
| (1) Commander | Platoon Commander. |
| (2) Personnel | 1 and 2 Sections (less LSWs),
Platoon Headquarters (less
Platoon Sergeant). |

c. *Assault (follow up) Group.*

- | | |
|---------------------|--|
| (1) Commander | Platoon Sergeant/Section
Commander. |
| (2) Personnel | No 3 Section. |

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If the frontage requires more than two sections, sweeps may have to be augmented at the expense of the assault group or the clearance conducted in phases using smaller clearance areas.

06550. **Stages.** The drill for clearing the wood can be broken down into six stages:

- a. Planning and preparation.
- b. Deployment of stops.
- c. Gaining a foothold.
- d. Sweeping the wood.
- e. Action on meeting enemy.
- f. Reorganization.

06551. **Planning and Preparation.** The platoon commander must first complete a quick reconnaissance from a position where he can see the wood. In making his plan he should consider the following factors:

- a. Strength and disposition of the enemy.
- b. Likely enemy lines of withdrawal.
- c. Shape of the wood and in which direction to clear it.
- d. Killing area.
- e. Positions for stops.
- f. Wind, if smoke is to be used.
- g. Fire team grouping within the platoon.

Whilst he is doing this, the platoon sergeant should be reorganizing the platoon as described in the platoon commander's task organization.

06552. **Deployment of Stops.** The stops will move into concealed positions via the best covered approaches and using the fastest means available consistent with security. Providing all stops can be positioned quickly and more or less simultaneously, loss of surprise may not be critical. Helicopters may be useful to insert and as an airborne OP and vehicles should also be considered. The stops should shoot anyone emerging from the wood before the success signal is given.

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06553. ***Gaining a Foothold.***

- a. The sweeps deploy to a FUP under cover at the same time as the deployment of stops. If the enemy has an OP or is holding the edge of a wood, the sweeps will have to gain a foothold by fire and movement from the FUP; the assault group should be positioned to give covering fire.
- b. The sweeps should spread out from the centre on either side of the platoon commander remaining in visual contact with the man on their inside flank. Once the sweeps are in position the assault group moves forward and forms up in the centre rear with the commander close to the platoon commander and his group close behind him.

06554. ***Sweeping the Wood.*** When the order to advance is given, sweeps advance in extended line with men working in half fire teams, one covering the other forward. Movement should be from tree to tree to cover to cover. The leading man should search the ground in front of him carefully, paying particular attention to thick undergrowth; the man covering him should observe and listen intently looking up into the trees as well as forward and sideways. Men in the assault group should observe forwards and upwards, and also check backwards. It is important that all move as silently as possible, no less for the purpose of detecting the enemy as for control by the platoon and section commanders. Particular points to note are:

- a. The pace must be that of the slowest pair, which will probably be those moving through the thickest undergrowth.
- b. If the sweeps have to halt, all should take up fire positions to observe and listen. The ground already cleared should be kept under observation by the assault group.
- c. The sweep on the two flanks must indicate progress to the stops by hand signal, taking care not to expose themselves outside the wood.
- d. When the sweeps reach the far end of the wood they must not under any circumstances emerge from it until the success or all-clear signal is given to the stops.
- e. The assault group should follow as close behind the sweeps as the undergrowth dictates.

06555. ***Action on Meeting Enemy.***

- a. The enemy will have a wide variety of options and each contact will be different. In all cases the platoon commander must make a quick estimate and deal with the enemy using F & M. Two important factors are range and control.
- b. Once in contact, the platoon commander must not permit the line of his sweeps to be disrupted. Assault on the enemy must be controlled to avoid the

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platoon becoming separated and unbalanced, and to ensure that all areas of the wood are cleared. Two situations are likely, offering different contact drills.

(1) The enemy may be detected or may engage one pair of the whole line of sweeps at close range (50 metres).

(2) Alternatively, the enemy may be seen or may engage at longer ranges (50–100 metres) depending on the density of the wood and undergrowth, thereby halting further progress until their position is cleared.

In either case, prior orders and rehearsal must have made it clear to all which contact drill should be carried out. The enemy must be overcome by effective F & M to minimize casualties. Speed, coordinated suppressive fire and control will be vital.

c. Two simple examples of possible contact drills are described below, although action to be taken will always depend on initial casualties, the ground and the enemy situation.

(1) If only one half fire team in the line of sweeps is engaged at very close range by a small group of enemy (two to three men), all in view should immediately take cover and return fire. It may then be possible for the closest pair to rush the enemy position using F & M. Before moving, the assault group must 'Make Safe'. Once the position is cleared, the assault pair take cover on the enemy position, shout "**Clear**" and continue to observe. Meanwhile the assault group and those not in contact will automatically have taken cover and be observing their allotted arcs. On hearing "**Clear**" the platoon commander orders the advance to be continued and the line of sweeps will then pick up the pair who dealt with the enemy as they pass through. The assault group will then clear thoroughly the enemy position dealing with any casualties or PW. Before moving everyone must be 'Made Safe'.

(2) More frequently it will not be possible to rush the enemy position, due to casualties or the number of enemy. It is likely that the enemy will open fire at longer ranges (50 to 100 metres). In these circumstances, the whole line of sweeps should take cover and those who can see the enemy should return fire. NCOs may need to give Fire Control Orders, to pinpoint the enemy and conserve ammunition. The assault group commander should always move with the platoon headquarters; the platoon commander and he should then move to a position where they can see and make a plan. Quick battle orders are issued giving the commander an objective, a limit of exploitation and what fire support he will receive. The assault group will then mount a quick attack whilst the platoon commander coordinates additional suppressive fire from those of the sweeps who can see. Sweeps not in contact should take cover and observe their allotted arcs. On capturing the enemy position, the assault group go firm on a line

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with it; at this stage they do not pursue any enemy escaping from the position. On hearing the report **“Clear”**, the platoon commander orders the sweeps to continue the advance through the assault group, which then reorganizes and resumes its former position in centre rear. **(All groups before commencing movement to assault must be ‘Made Safe’.)**

d. These examples represent two possible options and there are many other situations which could arise. In all cases the platoon commander must:

- (1) Exert effective command and control, whilst ensuring that the sweeps maintain a continuous line.
- (2) Limit each objective.
- (3) Employ the assault group against longer range enemy positions.
- (4) Ensure that constant observation is maintained.

e. Other points to note are:

- (1) When advancing, the direction(s) in which the sweeps and assault group may fire must be controlled to minimize the chance of hitting own troops.
- (2) Wounded and prisoners should be made the responsibility of the assault group.
- (3) Casualties at the contact and reorganization stage of the action should be the responsibility of the assault group. The temptation to move sweeps not in contact to positions where they can provide more suppressive fire for the assault group should be resisted, since this could create gaps through which other enemy might escape or infiltrate behind the sweep line. At all stages of the attack, the platoon commander must ensure that those sweeps providing suppressive fire know where the assault group are, to avoid engaging them as enemy by mistake.

Reorganization

06556. When the sweeps reach the far end of the wood, it should be cleared and the success signal given. The platoon will reorganize as follows:

- a. The platoon takes up an all round defensive position at the LOE.
- b. The platoon sergeant checks on casualties and on ammunition which will be redistributed if necessary.
- c. A report will be sent to the higher commander by radio.

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- d.** The reorganization should be as silent as possible. This will allow enemy moving within the woods to be heard.

Summary

06557. The successful wood-clearing operation will be based on a number of important factors.

- a.** Proper reconnaissance, plan and orders by the platoon commander.
- b.** Efficient regrouping and contact drills by the platoons.
- c.** Rehearsal, so that all know the plan and their role.
- d.** Speed, with efficient command and control at all levels.
- e.** Contingency plans for casualties and PW.
- f.** Good snap-shooting and F & M to minimize casualties.

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ORDERS HEADINGS

PRELIMS (ensure 'O' group is in right order/issue map coordinates and describe any model).

TASK ORG (this is the org of units taking part).

GROUND (relevant to Operation)

1. SITUATION

a. *Enemy Forces.* Know or estimated strengths, location and how they might operate.

b. *Friendly Forces.* Subordinates to understand what is happening two levels up, i.e., at sea level the Cadets need to know the Coy Plan and PI Plan.

(1) Coy PI in outline.

(2) PI Plan in detail.

2. MISSION

3. EXECUTION

a. *Concept of Operations*

(1) Commander's Intent (What)

(2) Scheme of Manoeuvre (How)

(3) Main Effort (Where)

b. *Mission/Tasks*

(1) 1 Sect

(2) 2 Sect

(3) 3 Sect

or

(1) C F/Team

(2) D F/Team

c. *Coordinating Instructions*

(1) Timings

(2) Moves

) Dependent upon what has to be

) covered

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- (3) Order of March)
- (4) Location of Assembly Area)
- (5) Location of FUP)
- (6) Location of LOD) Dependent upon what has to be
- (7) Axis) covered
- (8) Boundaries)
- (9) Actions On)
- (10) Fire Plan)

d. *Summary of Execution*

4. **SERVICE SUPPORT**

- a. Dress
- b. Equipment and Tools
- c. Weapons
- d. Ammunition
- e. Rations and Water
- f. Medical
- g. POW
- h. Transport

5. **COMMAND AND SIGNAL**

- a. Location of HQs (Two up)
- b. Radio
- c. Signals
- d. Password

6. Questions

7. Synchronize watches

ORDERS EXTRACTION

PI Comd's Orders PRELIMS TASK ORG	Sect Comd's Orders PRELIMS TASK ORG
GROUND (relevant to op)	GROUND (relevant to op)
<p>1. SITUATION</p> <p>a. En Ground. Strengths, weapons, defences, intentions, etc.</p> <p>b. Friendly Forces.</p> <p>(1) BG plan in outline (comd's intention).</p> <p>(2) Coy plan in detail.</p> <p>(3) Support.</p> <p>(4) Fire Sp.</p> <p>c. Atts and Dets.</p>	<p>1. SITUATION</p> <p>a. En Ground. Strengths, weapons, defences, intentions, etc.</p> <p>b. Friendly Forces.</p> <p>(1) Coy plan in outline (comd's intentions).</p> <p>(2) PI plan in detail.</p> <p>(3) Support.</p> <p>(4) Fire Sp.</p> <p>c. Atts and Dets.</p>
2. Mission	2. Mission
<p>3. Execution</p> <p>a. Concept of Ops.</p> <p>b. Msns/Tasks.</p> <p>(1) 1 Sect.</p> <p>(2) 2 Sect.</p> <p>(3) 3 Sect.</p> <p>c. As applicable for each sect and any atts</p> <p>d. Summary (if needed).</p>	<p>3. Execution</p> <p>a. Concept of Ops.</p> <p>b. Msns/Tasks.</p> <p>(1) C Fire Team.</p> <p>(2) D Fire Team.</p> <p>(3) Any Atts.</p> <p>c. As applicable for each sect and any atts</p> <p>d. Summary if needed.</p>
4. Service Support — DEWARMPT	4. Service Support — DEWARMPT

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<p>5. Command and Signal</p> <ul style="list-style-type: none">a. Comd (loc & move one up).b. Signals (radio and other)c. Password.	<p>5. Command and Signal</p> <ul style="list-style-type: none">a. Comd (loc and move one up).b. Signals (radio and other).c. Password.
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Synchronize watches
Questions

PATROL ORDERS

Prelims. Seat in correct order, i.e., gps, OOM. Give map coords, weather, moon state, first/last light. Describe model/aids.

1. **GROUND.**

- a. *In Gen.* Ptl area, landmarks, obs, RVs, etc.
- b. *In Detail.* Obs area.

2. **SITUATION.**

- a. *Enemy Forces.* Str, wpns, defs, surv devices, patrol tacs, routine habits, morale, dress, obs.
- b. *Friendly Forces.* Coy/Pl plan, own posn, other ptls, fire sp, mines, tripflares.

3. **MISSION.** (Repeat)

4. **EXECUTION.**

- a. *Gen Outline.* No of Phases.
 - (1) *Phase 1.* Prep move.
 - (2) *Phase 2.* Etc.
- b. *Composition.* Appts, posns, eqpt.
- c. *Phase 1 — Prep Moves* — i.e., move to Drop off Point (DOP).
 - (1) Time of leaving base area.
 - (2) Method of move.
 - (3) Loading plan pers and equip.
 - (4) Route to and loc DOP.
 - (5) Arcs and obsn/fire.
 - (6) OOM.
 - (7) Action if ambushed.

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(8) Action at DOP.

(9) Time out.

d. Phase 2 — Route Out.

(1) To FRV.

Leg	From	To	Mag Bearing	Distance	Ground in Detail

(2) Fmn.

(3) RVs.

(4) Obs drills. Action on mines, tripflares.

(5) Action on en pre-seen and ambush. Sig to open fire.

(6) Action on POW.

(7) Action on Cas.

(8) Action if separated from ptl.

(9) Action if lost.

(10) Confirmation of FRV loc.

CONFIRM

e. Phase 3 — Action in FRV (Initial Recce).

(1) Occupation in FRV, move in, secure, fmnns, posns of gps, sig for FRV.

(2) *Recce Gp.*

(a) Composition.

(b) Tasks.

(c) Route.

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- (d) OOM, fmns, arcs.
 - (e) Action on en (pre-seen and ambush) and sig to open fire.
 - (f) Action if FRV gp loc by en.
- (3) *Remainder.*
- (a) Composition.
 - (b) Tasks.
 - (c) Arcs.
 - (d) Action on en (pre-seen ambush) and sig to open fire.
 - (e) Action if recce gp loc by en.
 - (f) Action on return of recce gp.
 - (g) Action on cas.

CONFIRM

f. *Phase 4 — Action on Obj.*

- (1) *Cover/Fire Gp.*
- (a) Composition.
 - (b) Task.
 - (c) Posn.
 - (d) Route.
 - (e) Fmn.
 - (f) Arcs.
 - (g) Sigs to open fire.
 - (h) Action if located by en.
 - (i) Action if separated from gp.
- (2) *Close Recce/Asslt Gp.*
- (a) Composition.

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- (b) Tasks.
 - (c) Posn.
 - (d) Route.
 - (e) Fmn.
 - (f) Arcs.
 - (g) Sig for opening fire.
 - (h) Action if loc by en.
 - (i) Action if separated from gp.
 - (j) Action on asslt.
 - (k) Illum.
 - (l) PW.
 - (m) Action of recce gp fails to return.
 - (n) Action on cas.
 - (o) Fire Plan.
- (3) *FRV Protection Gp.*
- (a) Composition.
 - (b) Tasks.
 - (c) Arcs.
 - (d) Action if loc by en.
 - (e) Action if recce gp fails to return.
 - (f) Action if recce gp engaged.
 - (g) Action on return of recce/asslt fire gps.

CONFIRM

g. *Phase 5 — Wdr.* (To and action in FRV)

- (1) Sig to Wdr.

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- (2) OOM (sequence of gp wdr, arcs, fmns).
- (3) Action posns in FRV. (Pack kit.)
- (4) Headchecks and sig to move out.
- (5) Action if in contact.
- (6) Action with PWs.
- (7) Action if gp fails to return.
- (8) Action if FRV gp has moved.
- (9) Action if surprised by bn (e.g., fol up).

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h. Phase 6 — Route Back. (home run).

- (1) Route.
- (2) Fmns.
- (3) RVs.
- (4) Obs.
- (5) Action on en (pre-seen and ambush) sig to open fire.
- (6) Action on cas.
- (7) Action if lost.
- (8) Action if separated.
- (9) Action on arrival at PUP/base loc.
- (10) Time in.

Leg	From	To	Mag Bearing	Distance	Ground in Detail

CONFIRM

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i. Coord Instr.

- (1) Timings, meals, rest, rehearsals, day/night, wpns test, insp, time in/out debrief.
- (2) Action on halts.
- (3) Fire Plan.
- (4) Rehearsal locs and details.

CONFIRM

5. SERVICE SUPPORT.

Dress
Equipment (specials)
Wpns
Ammo
Rats
Med
PW
Tpt

CONFIRM

6. COMD AND SIGS.

- a. Comd — loc of HQs
— loc ptl comd
— chain of comd
- b. Sigs radios, btys, sigs instr.
- c. Debrief.
- d. Password.

PATROL REPORT

TO

AIM

MAPS

SIZE AND COMPOSITION OF PATROL

TASK

TIME OF DEPARTURE

TIME OF RETURN

ROUTES (OUT AND BACK)

TERRAIN

(Description of the terrain — dry, swampy, jungle, thickly wooded, high brush, rocky, deepness of ravines; condition of bridges as to type, size and strength, effect on armour and wheeled vehicles.)

ENEMY

(Strength, disposition, condition of defences, equipment, weapons, attitude, morale, exact location, movements and any shift in dispositions.)

Time activity was observed; coordinates where activity occurred.

CONDITION OF PATROL (Including disposition of any dead or wounded.)

CONCLUSIONS AND RECOMMENDATIONS

(Including to what extent the mission was accomplished and recommendations as to patrol equipment and tactics.)

Date

Signature of Patrol Commander

ADDITIONAL REMARKS BY INTERROGATOR

Date

Signature

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