





**VILLA MARIE COLLEGE FOR WOMEN**  
(AFFILIATED TO OSMANIA UNIVERSITY)  
AN ISO 9001:2015 CERTIFIED INSTITUTION









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**FREE COLLEGE FOR WOMEN**

Somajiguda, Hyderabad-500082

**NCC Girls BN**



MAP    READING

**VILLA MARIE D**  
**COLLEGE FOR W**  
Somajiguda, Hyderabad  
7(T) NCC Girls





**DEGREE COLLEGE FOR WOMEN**  
Somajiguda, Hyderabad-500082  
**7(T) NCC Girls BN**









MAP READING

**VILLA MARIE**  
COLLEGE FOR  
Somajiguda, Hyde  
7(T) N










# MOVEMENTS & SECTION FORMATIONS

<p><b>THE CAT WALK</b></p>  <p>The hands feel the way and the knees follow. This is the movement of all the stalking animals.</p>	<p><b>THE MONKEY RUN</b></p>  <p>Useful for moving behind low cover. The knees should be placed on the exact spot vacated by the corresponding hand. Avoid cracking twigs. Be always attentive. Keep head &amp; back as low as possible.</p>	<p><b>THE ROLL</b></p>  <p>The quickest way of getting away from where the enemy has seen you. Keep the arms into the side and roll on the ground.</p>
<p><b>THE LEOPARD CRAWL</b></p>  <p>Useful for lower cover. The head &amp; the body keep close to the ground, and the forward push coming from elbow &amp; knees with a slight sideways rolling movements.</p>	<p><b>THE KITTEN CRAWL</b></p>  <p>Used when noise must be avoided at all costs. Get down to the stomach, search the ground ahead with the right hand. Raise the body, hands &amp; toes and move forward.</p>	<p><b>THE BELLY CRAWL</b></p>  <p>Lay flat and move very slowly. To be used when in very close proximity to the enemy.</p>

## SECTION FORMATIONS

PATTERN OF FILE	ADVANTAGES	DISADVANTAGES
<p><b>SINGLE FILE</b></p> 	<p>Good for control. Not vulnerable to side fire. Useful for moving along ditches, narrow defiles and so on.</p>	<p>Bad for fire prediction. Vulnerable to frontal fire.</p>
<p><b>DOUBLE FILE</b></p> 	<p>Good for control. Useful for moving along broad roads, wide nullahs etc.</p>	<p>Not good for fire prediction. Vulnerable to frontal fire.</p>
<p><b>DIAMOND FILE</b></p> 	<p>Good for control. Not vulnerable to rufilade fire. Good for around fire prediction &amp; observation.</p>	<p>Presents a good large target to frontal fire. Not very good for fire prediction to the front.</p>
<p><b>ARROW HEAD FILE</b></p> 	<p>Good depth. Not vulnerable. Good for fire prediction. The best formation used for crossing open ground.</p>	<p>Control more difficult than diamond.</p>
<p><b>EXTENDED FORMATION</b></p> 	<p>Used in final assault. Good for fire prediction &amp; bayonet fighting.</p>	



Hold the rifle firmly. Before taking a step forward the foot feels the ground and left hand the way. Ensure perfect silence.

**Sequence Of Fire Control**  
Remember The Code Word  
**GRIT**

**G=** Group Rifle Group, LMG Group or No. 1. Section

**R=** Range sight setting 300-450 etc.

**I=** Indication Direction or clock ray method.

**T=** Type Of Fire Single shot, Bursts, Delayed, Concentrated or Distributed

**PLATOON CONSISTS OF 3 SECTION.**  
**IN ADVANCING ONE SECTION MOVES AHEAD & TWO IN REAR.**  
**IN ATTACK TWO SECTION AHEAD AND ONE IN REAR.**





# क्षेत्र कौशल क्या है ?

# WHAT IS FIELD CRAFT ?

यह अपने आप को अज्ञात रखते हुए उपलब्ध पृथ्वी स्थिति व हथियारों के उचित प्रयोग से शत्रु की स्थिति को जानकर घेरा डालना और उसे बरबाद करने की कला है।

क्षेत्र कौशल सशक्त निरीक्षण तथा फुर्तिली गतिविधि चाहता है।

IT IS THE ART OF MAKING THE BEST USE OF THE AVAILABLE GROUND AND THE WEAPONS WITH A VIEW TO LOCATE, TRAP AND DESTROY THE ENEMY WHILE HIMSELF REMAINING UN-NOTICED.

FIELD CRAFT DEMANDS STRONG OBSERVATION & QUICK MOVEMENTS.

## क्षेत्र कौशल की आवश्यकताएँ

1. क्षेत्र अवलोकन - पर्वत, झीलियाँ, इमारतों, नदियों आदि को पहचानना, रक्त, आक्रमण आदि के लिए प्रयोग में लाना।
2. 'टारगेट' को दूरी का फायदा आदि करने के लिए अनुमान लगाना।
3. 'टारगेट' को पहचान व निर्देशन।
4. आकार-रूपन तथा छिपाव - अचानक शत्रु तक पहुँचने तक उसे पर आक्रमण करना।
5. गतिविधियों तथा रण क्षेत्र की आकृतियों का ज्ञान।
6. भूमि संकेत - सूचनाएँ देने के लिए।
7. घिसने बन्दे एवं शत्रु की गतिविधियों में बाधाएँ डालना।



GROUND OBSERVATION

## ESSENTIALS OF FIELD CRAFT

1. Ground observation - Its Folds, Trees, Bushes, Buildings, Rivers, etc. To make their use for defence, offence, concealment etc.
2. To judge the distance of target - To facilitate to open fire etc.
3. Recognition & indication of targets.
4. Camouflage & concealment - To approach the enemy unnoticed and all of a sudden and to trap him.
5. Knowledge of movements & section formations.
6. Field signals - To convey messages.
7. Field fortification and creating obstacles in enemy movements.

## अच्छे रण कौशल योद्धा की योग्यताएँ

## A GOOD FIELD CRAFT MAN MUST HAVE

1. बुद्धिमान एवं चुन।
2. तेज निरीक्षण की योग्यता - शीघ्र सही निर्णय लेना।
3. शारीरिक योग्यता - सभी कष्टों, कठिनाईयों एवं विपरीत परिस्थितियों को सहन करने की क्षमता।
4. ज्ञान, मननित और शक्तिशाली - शत्रु के सामने भी अपनी स्थिति पर दृढ़।
5. अपने हथियारों का अच्छा ज्ञान और उनका प्रयोग सर्वोत्तम ढंग से करने योग्य।
6. राष्ट्रीय भावना - देश के लिए सभी कठिनाईयों को खुशी से झेलने योग्य।
7. अनुशासित एवं प्रवृत्तित मानसिक स्थिति - बिना किसी द्विचक्रियाहट के आज्ञाकारी।
8. गम प्रयत्नित तथा सहकारी होना - युद्ध के अन्य सदस्यों के साथ सहयोग करने को तयार रहना।
9. युद्धियों में निष्ठा - उचित समय पर उचित ढंग से उचित कार्य की शपथ से युद्ध।



1. INTELLIGENCE AND SMARTNESS.
2. ABILITY OF KEEN OBSERVATION - To take accurate decisions immediately.
3. PHYSICAL FITNESS - To be able to withstand pains, fatigue, stress, hardships and all types of hazards.
4. MENTAL STRENGTH - To remain calm with balanced mind and ensure speedy, silent and steady movements and withstand the impact of close quarter battle.
5. SOUND KNOWLEDGE OF WEAPONS AT HIS CONTROL - So that he may use them instantaneously to the best advantage.
6. NATIONAL SPIRIT - To be ready to suffer with pleasure all hardships for his country.
7. DISCIPLINED & JUBILANT MENTAL CONDITION - To obey any order without hesitation.
8. BE COURTEOUS & CHEERFUL & CO-OPERATIVE - To be able to work with others as a well knit team.
9. MUST BE TACTFUL - To deal with others without creating any offence. To do the proper thing at a proper time.

युद्ध में सफलता "युनिट" के सभी श्रेणी के सैनिकों के दृढ़ निश्चय, आपसी सहयोग व शारीरिक दृढ़ता तथा सहनशीलता पर निर्भर होती है।

उच्च मानसिक अवस्था की परिभाषा है: विपरीत परिस्थिति व खतरे में भी सहनशीलता और साहस। युद्ध के समय मानसिक अवस्था सबसे अधिक महत्वपूर्ण है।

" IN BATTLE SUCCESS DEPENDS ON THE DETERMINATION, INITIATIVE AND TEAM WORK ENDURANCE AND TOUGHNESS OF PHYSICAL OF A UNIT"

"HIGH MORALE IS DEFINED AS ENDURANCE AND COURAGE EVEN IN ADVERSE CIRCUMSTANCES AND DANGER. THE MORALE OF THE SOLDIER IS THE MOST IMPORTANT SINGLE FACTOR IN WAR".

FIELD MARSHAL MONTGOMERY



OR WOMEN



# CONVENTIONAL SIGNS रुढ़ि चिन्ह

BOUNDARIES		RAIL-ROADS	



# CAMOUFLAGE & CONCEALMENT

**CAMOUFLAGE** THE ART OF MAKING USE OF TREES, BUSHES AND OTHER NATURAL FEATURES TO ACHIEVE CONCEALMENT  
**CONCEALMENT**, TO HIDE ONE SELF FROM ENEMY'S VIEW AND FIRE WITH THE HELP OF NATURAL BACKGROUND THESE ENSURE SURPRISE IN ATTACK AS WELL AS DEFENCE.



THESE IF SKILFULLY USED AFFORD GOOD PROTECTION FROM VIEW. ALWAYS REMEMBER ENEMY AIRCRAFTS.

TAKE A COVER BEHIND A HEDGE AVOID YOUR SHADOW AND MINIMISE YOUR MOVEMENTS.

DONT BREAK THE REGULARITY OF SHAPE AVOID SKYLINE AS MUCH AS POSSIBLE AND MELT INTO THE BACKGROUND.



SMOOTH AND FLAT BACKGROUND SHOULD BE AVOIDED BE CHEERFUL

BE ALWAYS VIGILANT ACTIVE & IN HIGH SPIRITS

SHAPE MUST BE DISGUISED SHINING HELMETS AND WHITE SKIN PROVIDE A BITTER CONTRAST THESE ARE TO BE AVOIDED



THESE MAKE MOVIBLE BUT CAN NOT PROTECT FROM FIRE IF THESE BUSHES ETC ARE ONLY A FEW IN THE AREA THE ENEMY CAN DETECT YOU.

THESE OFFER EXCELLENT COVER FROM VIEW, SLIGHT MOVEMENT CAUSES LONG WAVES OF MOVEMENT AT THE TIPS OF THE CROPS.

THESE OFFER GOOD COVER FROM VIEW AND ALSO FROM FIRE IF TACTFULLY UTILIZED ENEMY CAN BE HARASSED EASILY.



KEEP AWAY FROM THE WINDOW WHEN FIRING DO NOT SHOW THE WEAPON OUT OF WINDOW HUTS OFFER GOOD COVERS FROM VIEW AND FIRE BUT ARE EASILY MARKED OUT BY THE ENEMY

OLD DAMAGED BUILDINGS OFFER GOOD PROTECTION FROM VIEW AND FIRE AND ALSO ALLOW FREE MOVEMENTS BUT ARE VERY EASILY DETECTED

REMEMBER KEY WORD **BASSWOOFF** FOR CAMOUFLAGE  
**B** BACKGROUND SELECT & MELT INTO IT  
**A** AIRCRAFT, REMEMBER ENEMY CRAFTS  
**S** SHINING ARTICLES SHOULD BE AVOIDED  
**S** SKYLINE MUST ALWAYS BE AVOIDED  
**W** WATER SHADOW AVOID IT FOR PROTECTION  
**O** OBSERVATION & FIRING MUST BE THROUGH COVER  
**O** OSTRICH WALK AVOID A STOOPED WALK LIKE AN OSTRICH  
**F** FADE AWAY GRADUALLY & SLOWLY  
**F** FREE MOVEMENTS, MAY CATCH THE EYE OF THE ENEMY.

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### WHAT IS FIELD CRAFT ?

FIELD CRAFT IS THE ART OF HAVING THE BEST USE OF THE TERRAIN AND WEATHER AND THE POSITION OF THE ENEMY TO CONCEAL YOUR POSITION AND TO GAIN ADVANTAGE IN THE FIGHT.

#### ESSENTIALS OF FIELD CRAFT

1. **CONCEALMENT** - HIDE YOUR POSITION FROM THE ENEMY'S VIEW.

2. **COVER** - PROTECT YOUR POSITION FROM THE ENEMY'S FIRE.

3. **DISGUISE** - MAKE YOUR POSITION LOOK LIKE A NATURAL PART OF THE SCENE.

4. **PROTECTION** - PROTECT YOUR POSITION FROM THE ENEMY'S AIR AND ARTILLERY ATTACKS.

5. **SECURITY** - KEEP YOUR POSITION SECRET FROM THE ENEMY.

6. **ADAPTABILITY** - BE ABLE TO CHANGE YOUR POSITION AS THE SITUATION CHANGES.

7. **OBSCURITY** - BE UNUSUAL IN YOUR POSITIONING.

8. **DEFENSIBILITY** - MAKE YOUR POSITION DIFFICULT TO TAKE.

9. **OFFENSIVENESS** - BE ABLE TO LAUNCH AN ATTACK FROM YOUR POSITION.

10. **MOBILITY** - BE ABLE TO MOVE YOUR POSITION AS NEEDED.

#### A GOOD FIELD CRAFT MAN MUST HAVE

1. **KNOWLEDGE OF THE TERRAIN** - UNDERSTAND THE ADVANTAGES AND DISADVANTAGES OF DIFFERENT TYPES OF TERRAIN.

2. **KNOWLEDGE OF WEATHER** - UNDERSTAND HOW WEATHER CONDITIONS AFFECT FIELD CRAFT.

3. **KNOWLEDGE OF THE ENEMY** - UNDERSTAND THE ENEMY'S TACTICS AND WEAKNESSES.

4. **GOOD SIGHTING** - BE ABLE TO SPOT THE ENEMY FROM A DISTANCE.

5. **GOOD SHOOTING** - BE ABLE TO HIT THE ENEMY FROM A DISTANCE.

6. **GOOD CAMOUFLAGE** - BE ABLE TO HIDE YOUR POSITION FROM THE ENEMY'S VIEW.

7. **GOOD DISGUISE** - BE ABLE TO MAKE YOUR POSITION LOOK LIKE A NATURAL PART OF THE SCENE.

8. **GOOD PROTECTION** - BE ABLE TO PROTECT YOUR POSITION FROM THE ENEMY'S AIR AND ARTILLERY ATTACKS.

9. **GOOD SECURITY** - BE ABLE TO KEEP YOUR POSITION SECRET FROM THE ENEMY.

10. **GOOD ADAPTABILITY** - BE ABLE TO CHANGE YOUR POSITION AS THE SITUATION CHANGES.

11. **GOOD OFFENSIVENESS** - BE ABLE TO LAUNCH AN ATTACK FROM YOUR POSITION.

12. **GOOD MOBILITY** - BE ABLE TO MOVE YOUR POSITION AS NEEDED.

### CAMOUFLAGE & CONCEALMENT

CAMOUFLAGE IS THE ART OF MAKING ONE'S POSITION AND OTHER OBJECTS IN THE ENVIRONMENT APPEAR AS PART OF THE SCENE. CONCEALMENT IS THE ART OF HAVING THE BEST USE OF THE TERRAIN AND WEATHER AND THE POSITION OF THE ENEMY TO CONCEAL YOUR POSITION AND TO GAIN ADVANTAGE IN THE FIGHT.

#### COVERS FROM VIEW

1. **CONCEALMENT** - HIDE YOUR POSITION FROM THE ENEMY'S VIEW.

2. **COVER** - PROTECT YOUR POSITION FROM THE ENEMY'S FIRE.

3. **DISGUISE** - MAKE YOUR POSITION LOOK LIKE A NATURAL PART OF THE SCENE.

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9. **OFFENSIVENESS** - BE ABLE TO LAUNCH AN ATTACK FROM YOUR POSITION.

10. **MOBILITY** - BE ABLE TO MOVE YOUR POSITION AS NEEDED.

#### HITS & BREACHES

1. **HITS** - DAMAGE TO THE ENEMY'S POSITION.

2. **BREACHES** - GAPS IN THE ENEMY'S POSITION.

#### OLD DAMAGED BUILDINGS

1. **OLD DAMAGED BUILDINGS** - USE AS CONCEALMENT.

2. **OLD DAMAGED BUILDINGS** - USE AS COVER.

3. **OLD DAMAGED BUILDINGS** - USE AS DISGUISE.

4. **OLD DAMAGED BUILDINGS** - USE AS PROTECTION.

5. **OLD DAMAGED BUILDINGS** - USE AS SECURITY.

6. **OLD DAMAGED BUILDINGS** - USE AS ADAPTABILITY.

7. **OLD DAMAGED BUILDINGS** - USE AS OBSCURITY.

8. **OLD DAMAGED BUILDINGS** - USE AS DEFENSIBILITY.

9. **OLD DAMAGED BUILDINGS** - USE AS OFFENSIVENESS.

10. **OLD DAMAGED BUILDINGS** - USE AS MOBILITY.





THINK Tidy  
HELP KEEP THIS  
ROOM CLEAN

VILLA MARIE DEGREE COLLEGE FOR WOMEN  
Secy: Hyderabad-500082  
Girls BN





The chart is a grid with multiple rows and columns, each containing a different icon and text. The icons include a water drop, a leaf, a gear, a person, a house, a tree, a cross, a plus sign, a minus sign, a star, and a gear. The text includes "CONVENTIONAL", "TO", "PTO", "PS", "DB", "IB", "RH", "CH", and "R.F.". The chart is mounted on a whiteboard.



Bisleri







