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**FIELD CRAFT**  
**&**  
**BATTLE CRAFT**  
**FC&BC 1**

**Lt. Dr. A. Edward Samuel, Associate NCC Officer, 1 Coy, 8 TN BN NCC, GAC(A), Kumbakonam**

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# **LESSON PLAN**

## **FC&BC 1**

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# **INTRODUCTION TO FIELD CRAFT AND BATTLE CRAFT**

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## **Introduction**

Field Craft is an important aspect of military training. It is the art of using the ground and the weapon to the best of one's own advantage.

## **Field Craft**

**Field Craft includes the following subjects**

- (a) Visual Training
- (b) Recognition and description of targets
- (c) Personal camouflage and concealment
- (d) Judging distance
- (e) Movement with and without arms
- (f) Fire discipline and control

## **Battle Craft**

Battle craft is nothing but set of drills which are essential for conduct of successful operations in the battle field. These battle drills are very useful in tackling minor tactical problems. They save time, ensure rapid action and avoid confusion. Knowledge of field signals and section and platoon formations, however, is essential in the execution of various battle drills.

Battle Craft includes the following subjects

- (a) Field Signals
- (b) Section Formations
- (c) Fire control orders
- (d) Fire and move
- (e) Section battle drills



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# JUDGING DISTANCE

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## **Introduction**

Accurate fire with any weapon depends on the correct judging of distance. Although a cadet is not normally required to open fire at range over 100 yards, he must be able to judge distance up to about 1000 yards, so that he

- (a) Know when to open fire
- (b) Can indicate targets to supporting arms or to men in a sub-unit
- (c) Can pass back information accurately when acting as an observer

## **Introduction (Cont...)**

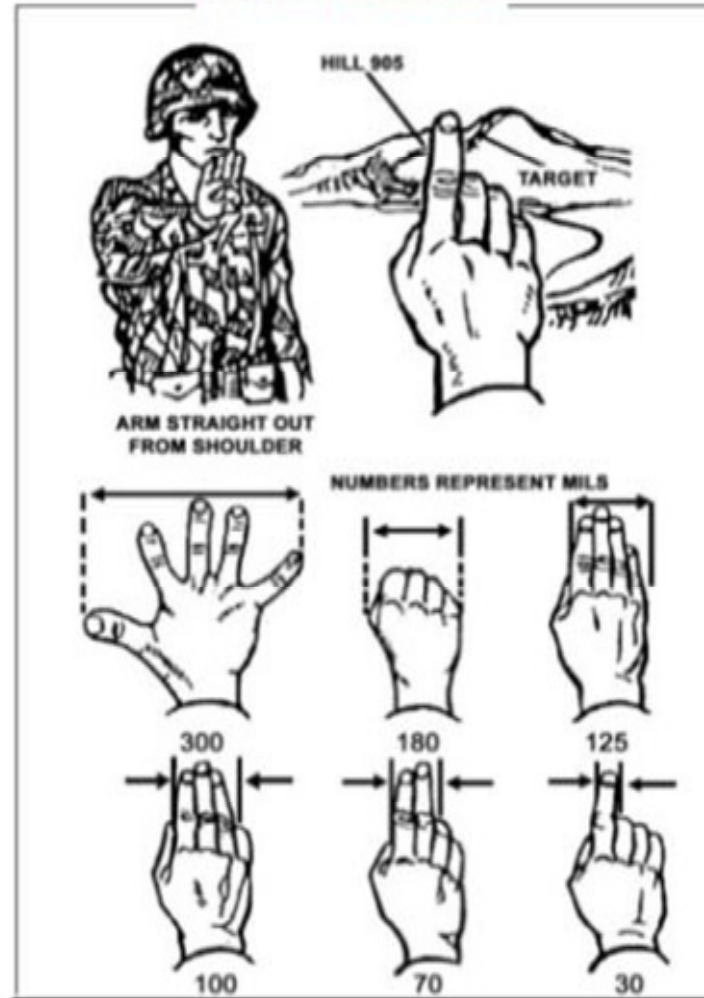
An individual should be able to judge distance accurately with his eyes so that the individual can decide on the following

- (a) Know when to open fire
- (b) Know which weapon to be used
- (c) Can indicate targets to other men in his section
- (d) Pass back accurate information when acting as an observer

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### Judging Distance



## Methods of Judging Distance

There are six methods of Judging Distance

These are as under

- (a) Unit of measure
- (b) Appearance method
- (c) Section average
- (d) Key range
- (e) Halving
- (f) Bracketing

## Unit of Measure

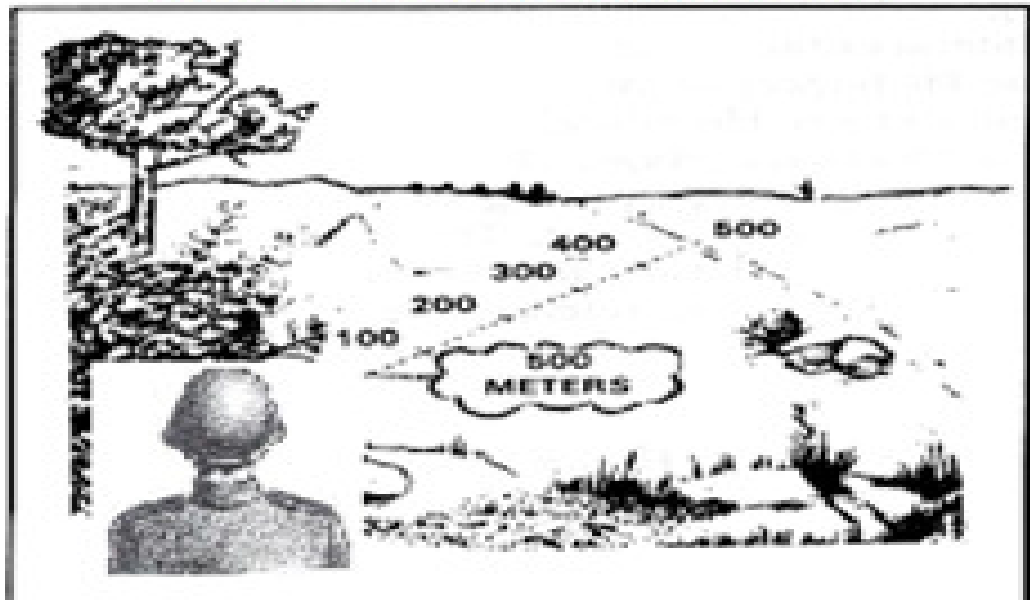
This method is also termed as the 100 yards method. The unit of measure chosen is normally 100 yards and therefore one should form a good idea of 100 yards distance on the ground. The length of a hockey field is the best yard stick for this purpose. The distance of a given object will be a multiple of the imaginary unit of 100 yards, as placed between the observer and the object.

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This method is not accurate above 100 yards and is of little use if there is dead ground between the observer and the object.

### Unit of Measure Method



## Appearance Method

The distance can be judged by noting the detailed appearance of man at various ranges.



### **Appearance Method**

**At 100m - clear in all details.**



**At 200m - clear in all details, colour of skin and equipment identifiable.**



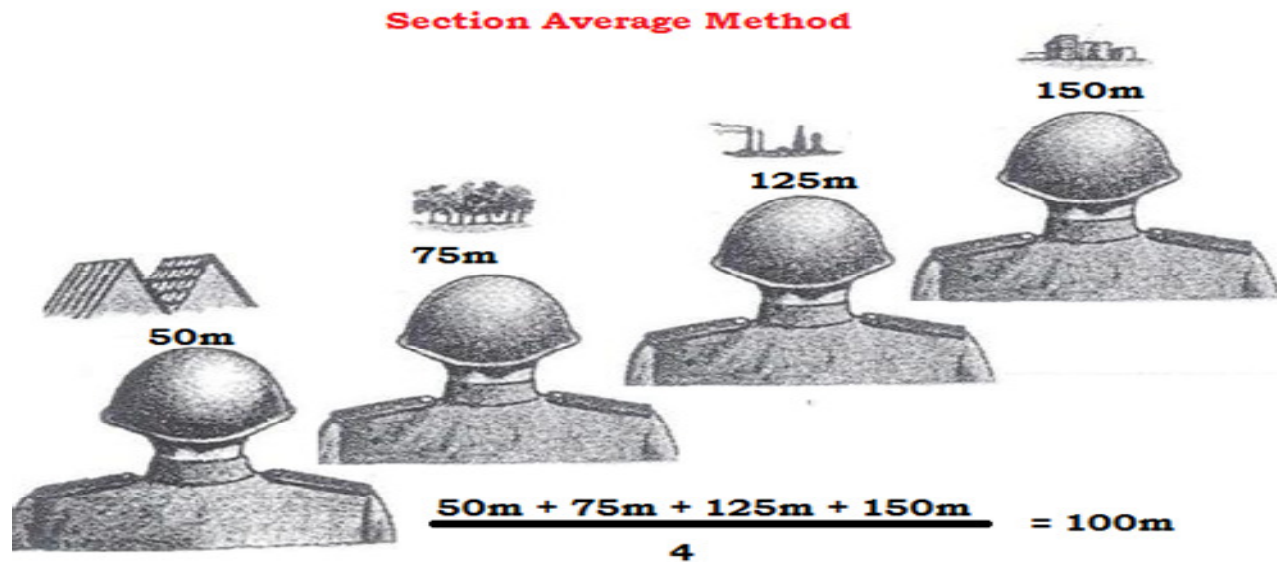
**At 300m - clear body outline, face colour visible, remaining details blurred.**





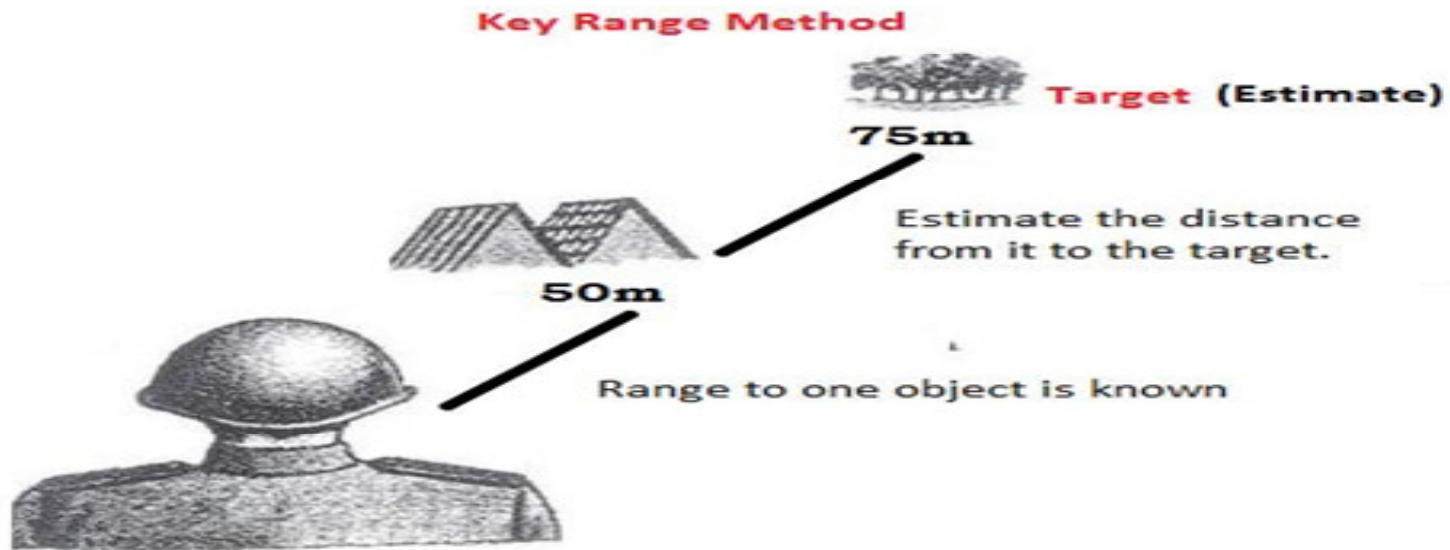
## Section Average

Each man in the section is asked to judge the distance of a given object. The average of the answers given by the whole section is then accepted as the distance.



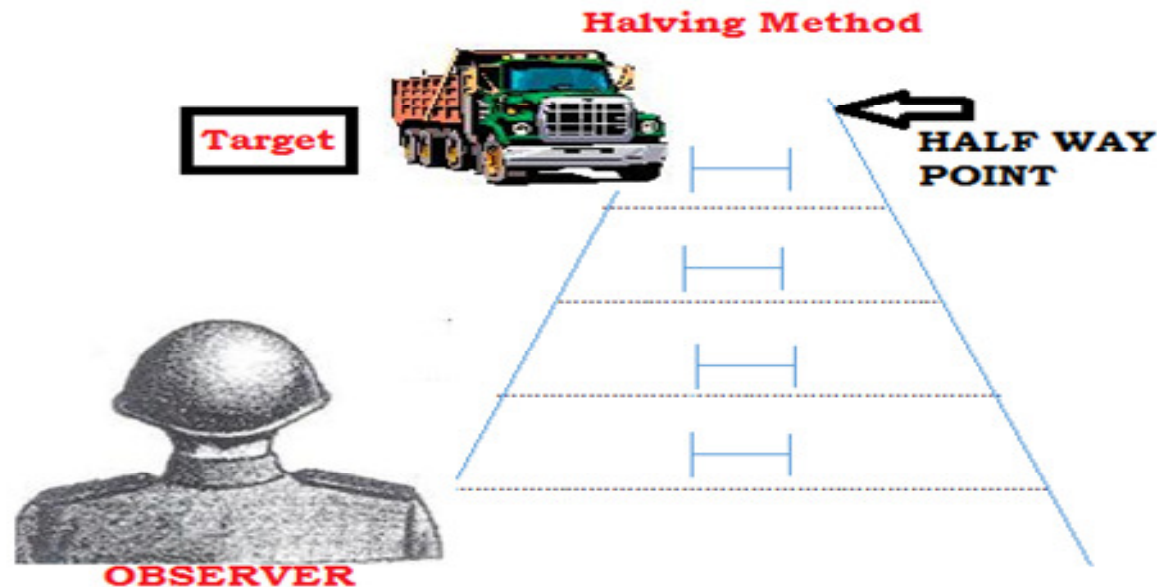
## Key Range

If the range of the certain object is known, distance to other objects can be found in relation to the known range. This method is called “Key Range” method.



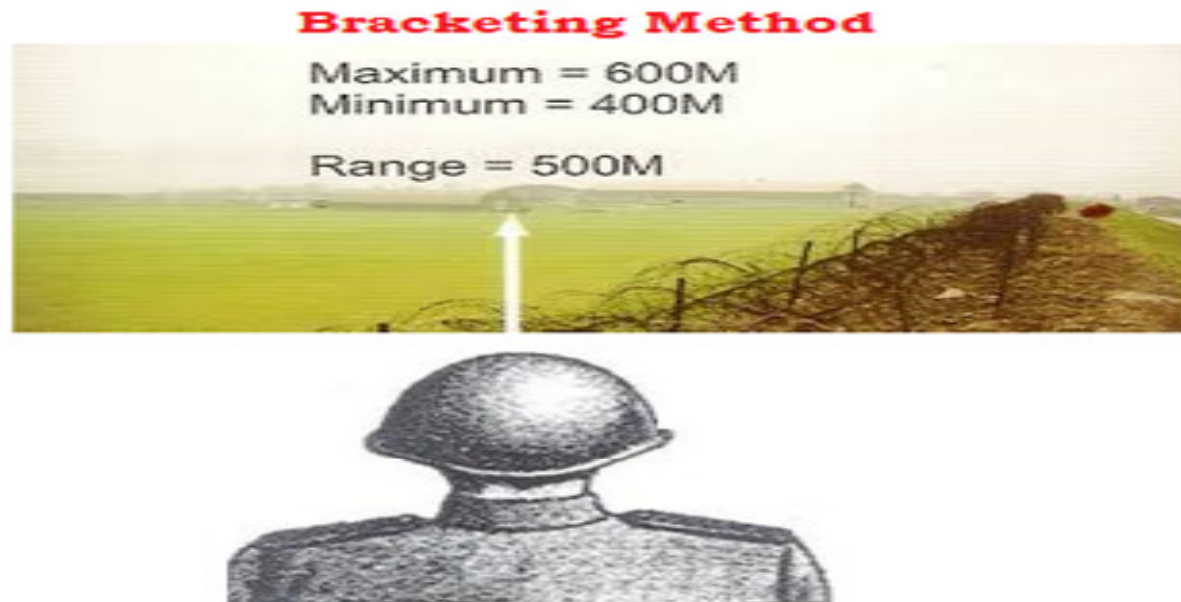
## Halving

An object is selected half way between the observer and the target, the distance to the selected object is judged and doubled to get the distance to the target.



## Bracketing

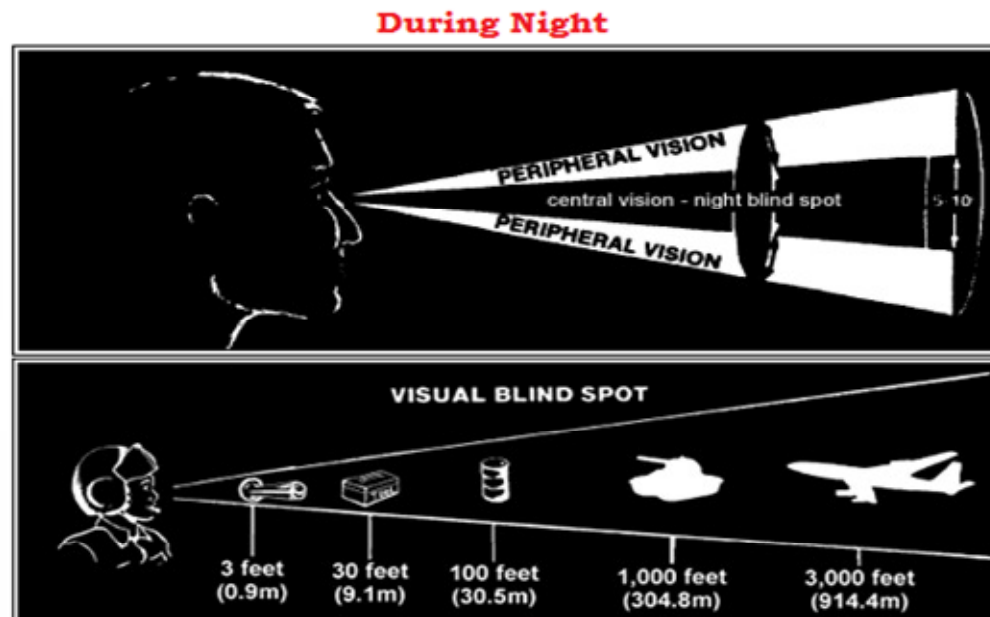
The observer works out the maximum and the minimum possible distance of the object and then accept the mean as the distance.



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During Night. Judging distance at night will depend upon the visibility. The only suitable method is the “Key Range”. Therefore mark prominent objects and work out their distances while there is still day light.



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## During Day

Conditions which mislead the observer when judging distances are as follows

(a) Distances are over-estimated when

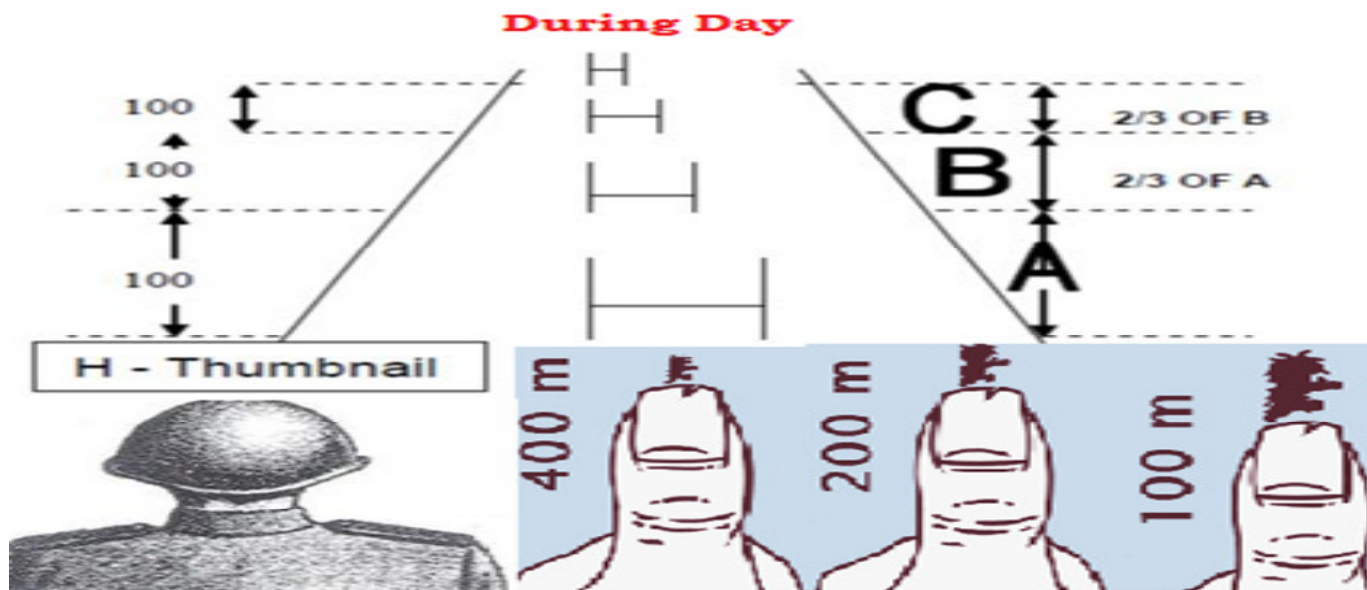
- (i) Light is bad
- (ii) The sun is in the observer's eye
- (iii) The object is small in relation to its surroundings
- (iv) Looking through a valley of narrow lane e.g. street
- (v) Lying down

(b) **Distances are under-estimated when**

- (i) The light is bright or the sun is shining from behind the observer
- (ii) The object is large in relation to its surrounding
- (iii) There is some dead ground between observer and the object
- (iv) Looking up hill

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## **Conclusion**

To achieve success in war it is very important that the target is correctly understood for mechanics of field and battle crafts are understood clearly. Knowledge of ground along with basic skills would be beneficial to cadets in all respect.

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**THANK YOU**



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