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INDICATION OF LANDMARKS & TRAGETS FC & BC 2

INTRODUCTION

Landmarks and other objects on the ground or a battle field may be either unclear due to climatic conditions or other reasons. Every effort should, therefore be made to indicate their location and size carefully and accurately. To ensure quick and accurate indication by commanders recognition by individual soldiers a standard procedure has been laid down in the Army.

Landmarks: An object, which is important on the ground and which is used in verbal orders to explain the ground in front.

Target: It is an object having a technical significance which is indicated with a view to bring down fire on it.

Reference Point: An important and unmistakable object, with the help of which you can indicate other land marks or targets. A reference point should be specific.

TYPES OF GROUND

Broken Ground

It is uneven and is generally scattered with nullahs, bump sand fields in the ground. It is suitable for move of infantry

Flat and Open Ground

It is even ground with little cover e.g. bushes, hedges and other foliage. It is not suitable for move of Infantry by day

High Ground

Ground far above the general level of the area e.g. hill. It facilitates control of area around it by observation or fire.

Dead Ground

Ground that is hidden from an observer's view. It cannot be covered by flat path weapons

NOTE:

- (a) Though an **open ground** is easy to travel, it is dangerous to do so in the locality of the enemy. Whether moving or taking fire position in an open area one is exposed to enemy from view and fire.
- (b) **Broken ground** when correctly used affords protection from flat path weapons. It does not afford cover from air or protection from high path weapons.
- (c) **Dead ground** does not afford cover from high path weapons.

PROCEDURE OF DESCRIPTION

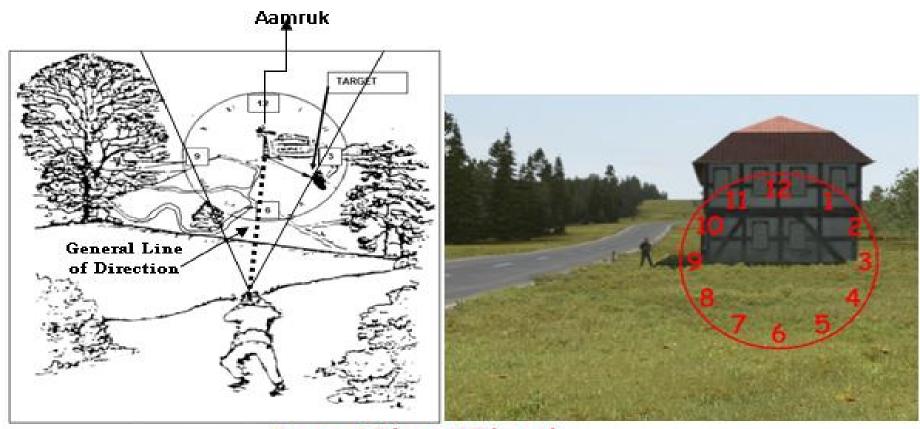
The normal method of scanning and describing ground is by dividing it as follows:

- (a) Fore Ground up to 300 yards
- (b) Middle Distance from 300 yards to 500 yards
- (c) Distance beyond 500 yards

INDICATION OF LANDMARKS

General Line of Direction

Start by giving the general line of direction by pointing out a centrally located, if possible, prominent land mark, e.g. No. 1 section 500, RED HOUSE, class Red House and line beyond General Line of Direction (GLD).



General Line of Direction

Boundaries

After giving general line of direction give LEFT and RIGHT boundaries of your area. Divide the ground into foreground, middle and distance. Having done so start from LEFT to RIGHT systematically in a clockwise direction and describe the ground.

Sequence of description

While describing the ground bounded by particular arc after giving the boundaries start from LEFT to RIGHT. If the ground all around is to be described, start after general line of direction to the right and finish at general line of direction by completing the indication all around.

METHODS OF INDICATION OF TARGETS

Easy Targets

Can be indicated by the following methods:

(a) <u>Indication by Description</u>

A noticeable target can often be described directly.

For example "No. 1 Section BRIDGE". Here

BRIDGE is so noticeable that nobody can make a

mistake in recognizing it.

(b) Indication by Direction or Range or Both

In slightly less obvious cases other aids should be used e.g. direction or range or both. An example of each is given below:

Indication by Direction: No. 1 Section BAEN BAGHICHA

Indication by Range : No. 1 Section 600 BAGHICHA

Direction and Range: When indicating a landmark,

indicate direction first and then

range e.g. BAEN 600, BAGHICHA

Difficult Targets

The targets which cannot be indicated by the methods given above are termed difficult targets. The methods to indicate these are explained by **Direction Method** as given below

- (a) The general line of direction
- (b) A known reference point
- (c) Another landmark

Unless otherwise stated all directions are taken to be with reference to the general line of direction. The following direction will be used:

Direction Measuring

Slight Left/Right Approximately 10 degrees

Quarter Left/Right Approximately 22 ½ degrees

Half Left/Right Approximately 45 degrees

Three Quarter Left/Right Approximately 67 ½ degrees

Full Left/Right Approximately 90 degrees

Conclusion

To achieve success in war it is very important that the target is understood and recognized by the troops. By using the methods of indicating the target the cadets can easily indicate and identify the target.

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