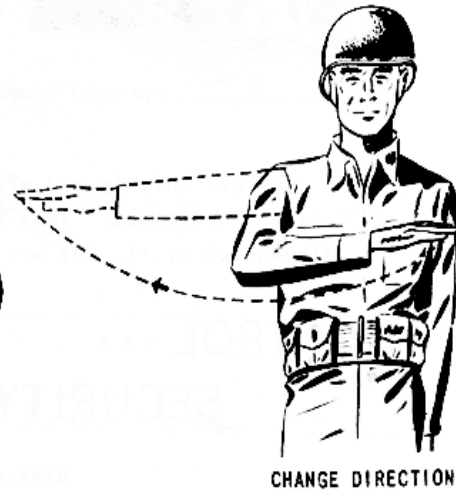




COMBAT FORMATIONS

Since the noise and clamor of the battlefield prevent any extensive use of the voice, your squad leader will normally give his orders by the use of Hand Signals.

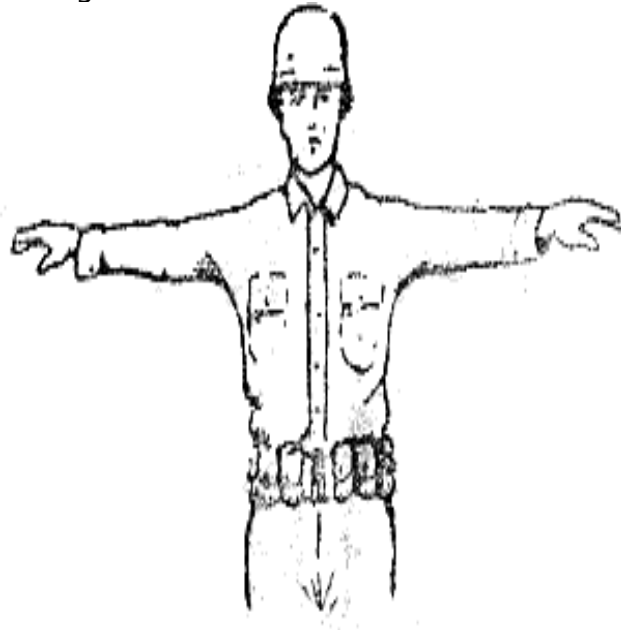
HAND SIGNALS



Hand Signals



Wedge Formation



As Skirmishers

COVER AND MOVEMENT

DROPPING TO PRONE POSITION FROM A RUN



①



②



③



④

1. Plant both feet in place.
2. Drop to knees, at same time slide hands to heel of rifle.
3. Fall forward, breaking fall with butt of rifle.
4. Roll into firing position or lie as flat as possible. If you think you've been observed and if there's ample concealment, move immediately to your left or right in the most practical manner -- creep, crawl, or roll.

CREEPING AND CRAWLING



1. Rest body on lower legs, elbows and forearms.
2. Lift chest and stomach slightly off ground.
3. Body low, and keep head and butt down.
4. Keep knees always behind buttocks - drag body forward by alternately pulling with either arm.



1. Chest and stomach remain on ground.
2. Draw hands slowly back beside your head, keeping elbows down.
3. Draw up either leg and push body forward.
4. Keep the dirt out of the rifle by holding your thumb or finger over the muzzle.

DROPPING TO GROUND FROM A RUN



From the run -----



While running, jump to a position with your feet on a line about 2 to 2½ feet apart. (This checks your forward motion). As your feet hit the ground, allow your knees to flex naturally, absorbing the shock - and starting the body towards the ground.



During this forward and downward motion of the knees, the body is bent slightly backward at the waist, this old tumblers' trick counteracts the downward motion and prevents injury to the knee caps.

The moment that the knees hit the ground, the body is thrown forward.

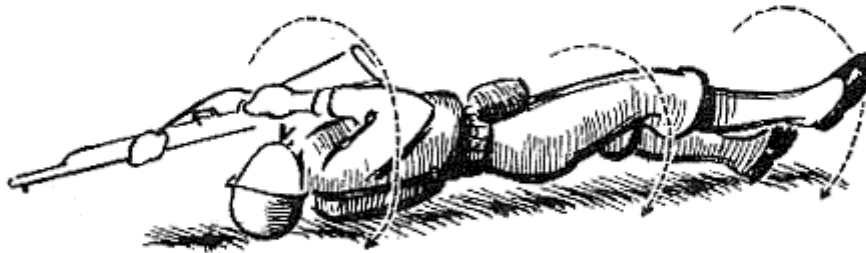




The weight is caught on the outstretched left hand which assists the body to the ground. The separate moves should be rehearsed until the entire procedure becomes one swift, smooth controlled operation.



INTO THE FIRING POSITION



Holding the rifle "in line" with the body, roll over to the right or left. If cover is available, creep or crawl to new position. Remember, the spot in which you dropped is watched!



INTO THE PRONE POSITION

TO MOVE FORWARD AT A RUN FROM PRONE POSITION



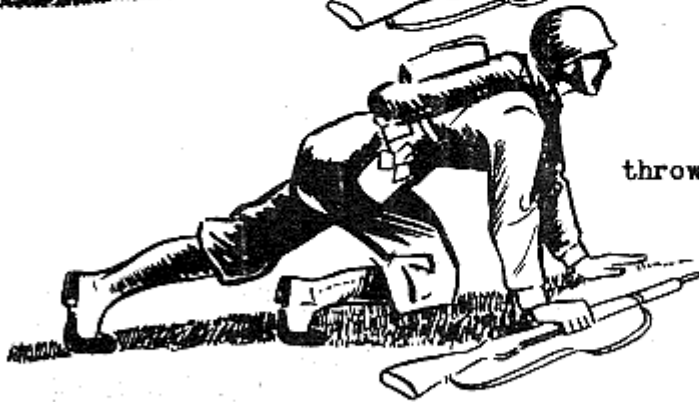
From the prone position -----



draw hands back

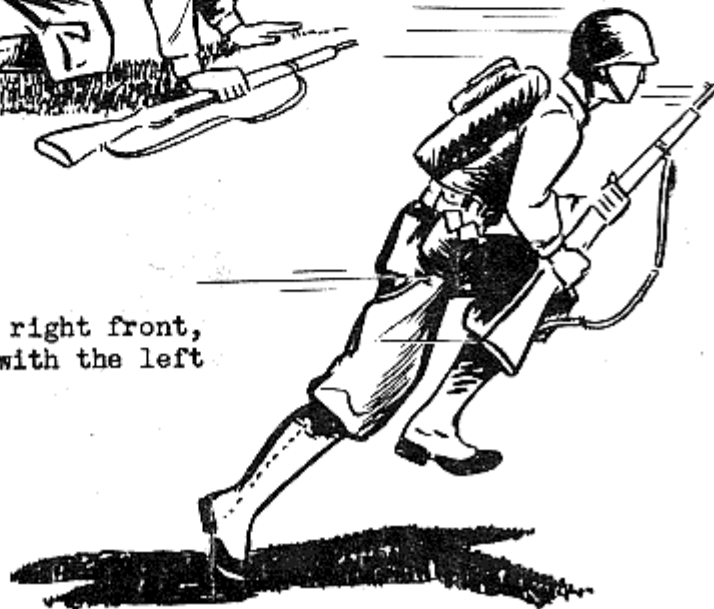


extend the arms



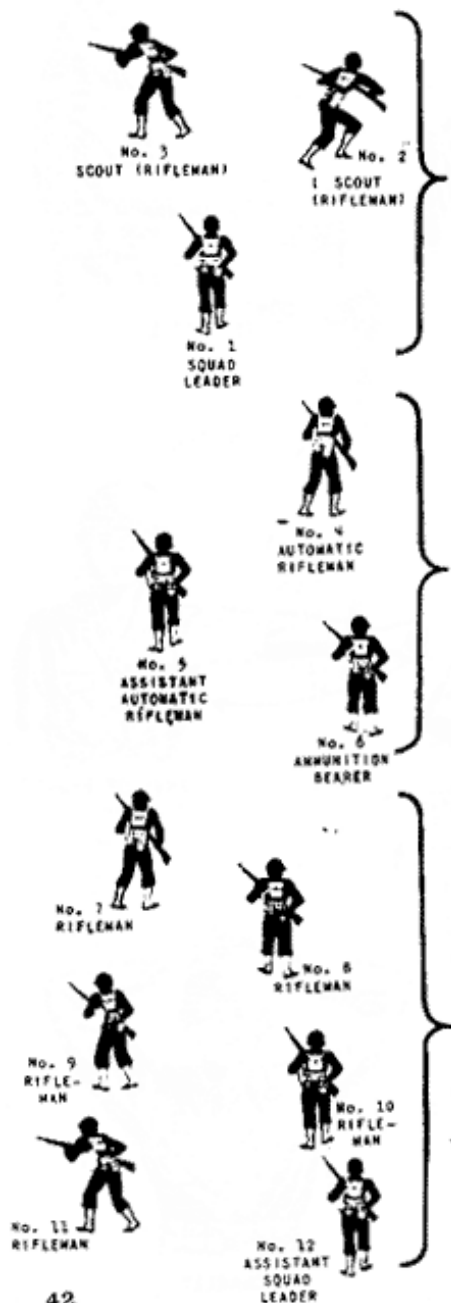
throw the right leg forward

and jump off to the right front,
then run bent over with the left
shoulder forward.



COMBAT FORMATIONS

COMPOSITION OF THE RIFLE SQUAD



This is **A**ble. . .
THE SECURITY

This is **B**aker. . .
THE BASE OF FIRE

This is **C**harley. . .
THE MANEUVERING ELEMENT

COMBAT FORMATIONS

USES OF COMBAT FORMATIONS



Fig. 1



Fig. 2

Fig. 3

SKIRMISHERS

The Skirmish Line is more difficult to control than other formations, but is less vulnerable to enemy fire from the front. It may be used to enable the entire squad to direct fire to the front immediately on contact with the enemy (Fig. 1); in crossing open areas that can't be avoided (Fig. 2); and for rapid dashes across shelled areas (Fig. 3).

COMBAT FORMATIONS

USES OF COMBAT FORMATIONS



Fig. 1



Fig. 2

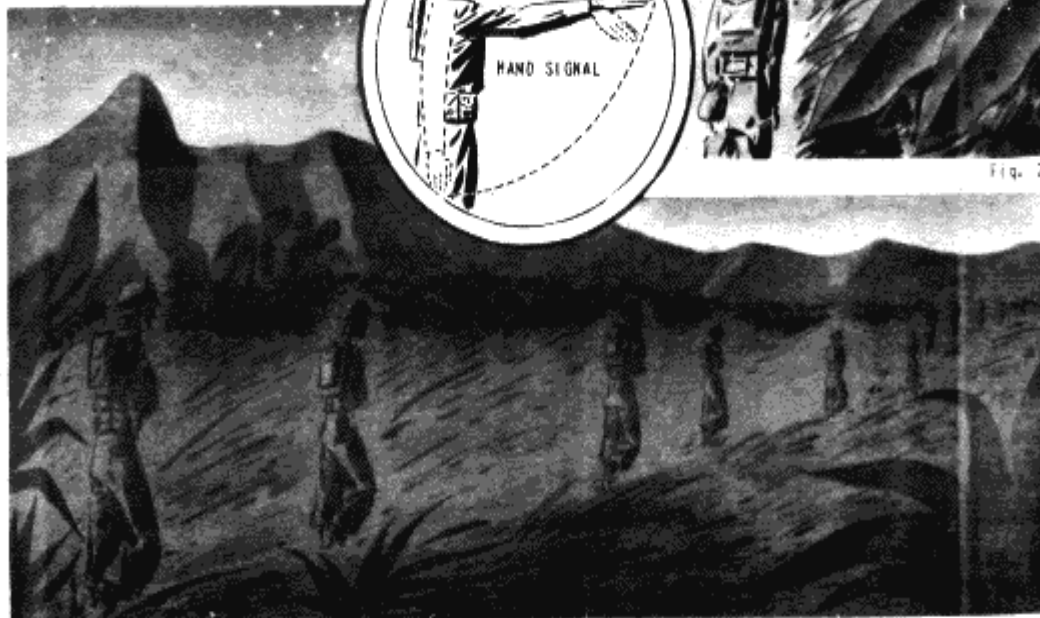


Fig. 3



SQUAD COLUMN

The Squad Column is easily controlled and maneuvered. It is suitable for crossing open areas exposed to artillery fire (Fig. 1); movement through narrow trails (Fig. 2); and in darkness (Fig. 3).

Reconnaissance of woods. The near edges of woods should always be approached with caution, the platoon being halted if necessary. The scouts reconnoiter in pairs, one man entering the woods, the other remaining at the edge to maintain contact with the platoon. The scout who enters proceeds to the limit of visibility. If no sign of the enemy is discovered, he signals "Forward," which signal is transmitted to the platoon by the scout remaining at the edge of the woods. The scouts remain as they are until the advanced elements of the platoon reach the edge of the woods. In passing through the woods, distances and intervals are reduced so that adjacent pairs of scouts can see each other and the platoon runners in rear.



Plate 21. Approaching a Wood.

EXTENDED ORDER

In many ways a well-trained squad in Extended Order resembles any smoothly clicking college football squad.

It's up to the squad leader (or quarterback) to correctly gauge the situation and call for the most effective formation to meet it.

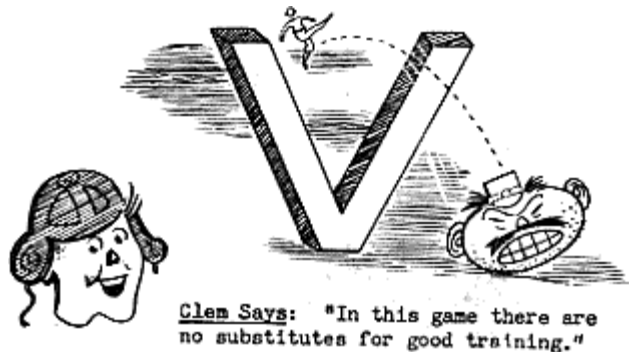
At his signal, the ends swing wide, the line shifts to the left or right (deployment as skirmishers) or the whole squad reverses its field or drives forward as a flying wedge.

Scouts, squad leaders and assistant squad leaders maneuver like any backfield group and sometimes, in a pinch, the whole squad will gang up on the opposition to shake loose the one man who has been especially trained to make the prize play. This might be getting important information back to the troops in the rear.

Frequently, as in broken field running, the man finds himself "on his own" and he must know the tricks of the game if he is to succeed. Many human lives often depend upon the success of his mission.

He cannot afford to underestimate an enemy who has already shown a bag of tricks which includes a wide variety of sneak plays. He has to be well prepared and know most of the answers. That is why Extended Order is an important phase of Basic Training and the smart soldier will endeavor to learn it well.

Our goal in training should be to acquire the greatest degree of efficiency with the maximum of individual and group security.



INFANTRY DRILL REGULATIONS

Chapters I-III

from Tactics & Technique of Infantry, Basic, 1942
Additional Images from Army Life, 1944

Contents:

1. Basic information, definitions, processes
2. Soldier Without Arms
3. Soldier With Arms
4. Drill for Foot Troops - Squad

1. Scope. *a.* The drill prescribed herein is designed for general use and may be adapted to any type of unit; therefore some of the explanation is of a general nature which gives sufficient latitude for adaptation to specific units. Interpretation should be based on these general provisions, and all should learn to use this manual a common sense solution of minor points which are not specifically covered in the text. Much discussion over trifles or failure to make appropriate adaptation indicate a failure to grasp the spirit of the regulations. Higher commanders should encourage subordinates to make minor adjustments without calling on higher authority for interpretation. Necessary adaptation should be simple and should not complicate the drill. Stress should be placed on precision in execution of the manual of arms and in marching in step with Proper alinement. Nothing inspires the military spirit more than to see or to be a part of a compact group moving in unison, confidently and to a measured cadence. Complicated procedure destroys this effect.

b. Basic strengths of units are governed by appropriate Tables of Organization. The diagrams of organizations shown in the figure, herein are based specifically on approved Tables of Organization, war strength. They must be adapted to the actual war or peace strengths of the units concerned. They may be adapted to any type of unit, to changes in Tables of Organization, and to the maneuver space available.

2. Purposes of Drill. The purposes of drill are to:

a. Enable a commander to move his command from one place to another in an orderly manner and to provide simple formations from which dispositions for combat may readily

b. Aid in disciplinary training by instilling habits of precision and response to the leader's orders.

c. Provide a means, through ceremonies, of enhancing the morale of troops, developing the spirit of cohesion, and giving interesting spectacles to the public.

d. Give junior officers and noncommissioned officers practice in commanding troops.

3. Definitions.

a. Alinement. A straight line upon which several elements are formed or are to be formed; or the dressing of several elements upon a straight line.

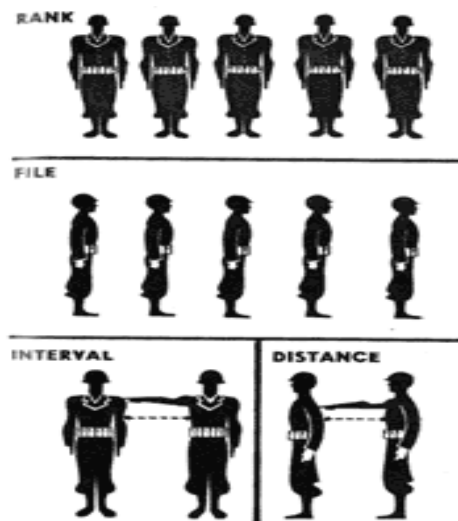
b. Base The element on which a movement is regulated.

c. Center. The middle point or element of a command.

d. Column. A formation in which the elements are placed one behind another.

e. Depth. The space from head to rear of any formation or of a position, including the leading and rear elements. The depth of a man is assumed to be 12 inches.

f. Distance. Space between elements in the direction of depth. Distance is measured with respect to dismounted men, from the back of the man in front to the breast of the man in rear; mounted men and animals, from the croup of the animal in front to the head of the animal in rear; vehicles, from the rear part of the vehicle in front to the front part of the vehicle or head of animal hitched thereto (as the case may be) in rear. Distance between troops in formation, whether of men, animals, or vehicles, is measured from the rear rank of the unit in front to the front rank of the unit in rear. Platoon commanders, guides, and others whose position in a formation is at 40 inches distance from a rank are themselves considered as a rank. Otherwise the commander of any unit and those accompanying him are not considered in measuring distance between units. The color and guard are not considered in measuring distance between subdivisions of a unit with which they are posted. The distance between ranks of dismounted men is 40 inches in both line and column. The distance between ranks of mounted men in close order is 45 inches (one and one-half paces).



g. Double time. Cadence at the rate of 180 steps per minute.

k. Element. A squad, section, platoon, company, or larger unit, forming a part of a still larger unit.

i. File. A column of men one behind the other.

j. Flank. The right or left of a command in line or in column, or the element on the right or left of the line.

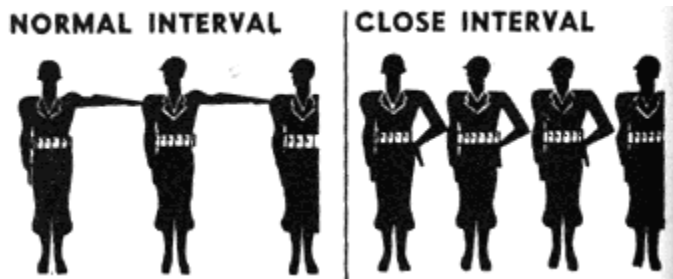
k. Formation. Arrangement of the elements of a command. The placing of all fractions in their order in line, in column, or for battle.

l. Front. The space occupied by an element measured from one flank to the opposite flank. The front of a man is assumed to be 22 inches.

m. Guide. An officer, noncommissioned officer, or private upon whom the command(or elements thereof) regulates its march.

n. Head. The leading element of a column.

o. Interval. Space between individuals or elements of the same line. Interval is measured, with respect to dismounted men, from the shoulder or elbow; mounted men from the knee; animals from the shoulder; vehicles from the hub of the wheel or the track. Between troops in formation, it is measured from the left flank of the unit on the right to the right flank of the unit on the left. The commander of any unit, or of any element thereof, and those accompanying him are not considered in measuring interval between units. The color and guard are not considered in measuring interval between subdivisions of a unit with which they are posted. The normal interval is one arm's length; the close interval is 4 inches. The interval between mounted men is 6 inches. The interval between vehicles is shown in par. 171 c.



p. Left. The left extremity or element of a body of troops.

q. Line. A formation in which the different elements are abreast of each other.

r. Mass formation. The formation of a company or any larger unit in which the squads in column are abreast of one another

s. Pace. A step of 30 inches; the length of the full step in quick time.

t. Piece. The rifle or the automatic rifle.

u. Quick time. Cadence at the rate of 120 steps per minute.

v. Rank. A line of men placed side by side.

w. Right. The right extremity or element of a body of troops.

x. *Step*. The distance measured from heel to heel between the feet of a man walking. The half step and back step are 15 inches. The right step and left step are 12 inches, The steps in quick and double time are 30 and 36 inches, respectively.

4. Precision in Drill. In order best to accomplish its mission, drill should be frequent and of short duration. Smartness and precision should be required in the execution of every detail.

5. Use of Right and Left. The explanation of a movement in the text that may executed toward either flank is generally given for execution toward but one flank. To adapt such a description to execution of the movement toward the opposite flank, it is necessary only to substitute the word "left" for "right" or "right" for "left" as the case requires.

6. Double Time. a. Any movement not especially excepted may be executed in double time.

b. If a unit is at a halt or marching in quick time, and it is desired that a movement be executed in double time, the command *Double time* precedes the command of execution.

7. To Revoke a Command. To revoke a command or to begin anew a movement improperly begun from a halt, the command *As you were*, is given, at which the movement ceases and the former position is resumed.

8. General Rules for the Guide. a. Unless otherwise announced, the guide of a platoon or subdivision of a company in column or line is right.

b. To march with the guide other than as prescribed above, or to change the guide, the command *Guide right (left, or center)* is given. The leading man in each file is responsible for the interval. The guide is responsible for the direction and cadence of march.

c. The announcement of the guide, when made in connection with a movement, follows the command of execution for the movement.

d. In column of subdivisions, the guide of the leading subdivision is charged with the step and direction; the guides in the rear preserve the trace, step, and distance.

9. Partial Changes of Direction. *a.* Partial changes of direction may be executed by interpolating in the preparatory command the word "half" as *Column half right (left)*, so as to change direction 45°.

b. Slight change* in direction are effected by the command *Incline to the right (left)*. The guide or guiding element moves in the indicated direction and the remainder of the command conforms,

10. Numbering of Units. For permanent designation of infantry units, platoons within each company and squads within each rifle and heavy-weapons platoon are numbered from right to left when in line, and from front to rear when in column. In the weapons platoon of the rifle company, squads are numbered within each weapons section. For drill purposes, the platoon or squad on the right (when in line) or in front (when in column) is referred to as the first unit, other units being designated in numerical order from right to left when in line or from front to rear when in column.

11. Posts of Officers, Noncommissioned Officers, Guidons, and Special Units.

a. The posts of officers,, noncommissioned officers, guidons, and special units in the various formations of infantry units are shown in the plates or explained in the text:

b. When changes of formation involve changes of posts, the new post is taken by the most direct route, except where otherwise prescribed, as soon as practicable after the command of execution for the movement; officers and noncommissioned officers who have prescribed duties in connection with the movement ordered take their new posts when such duties are completed. In executing any movements or facings in alining units, or in moving from one post to another, officers and noncommissioned officers maintain a military bearing and move with precision.

c. When acting as instructors, officers and noncommissioned officers go wherever their presence is necessary. They rectify mistakes and insure steadiness and promptness in the ranks.

d. In subsequent movements after the initial formation, guidons and special units maintain their relative positions with respect to the flank or end of the command on which they were originally posted.

e. In all formations and movements, a noncommissioned officer commanding a section, platoon, or company carries his rifle as the men do, if he is so armed. He takes the same post as prescribed for an officer in command. When giving commands, making reports, or drilling a unit, his rifle is at the right shoulder, if he is so armed.

12. Commands. *a.* Commands are employed in close-order drill at attention.

b. In this manual a command is the direction of the commander expressed orally and in prescribed phraseology.

c. Where it is not mentioned who gives the prescribed commands, they will be given by the commander of the unit.

d. There are two kinds of commands.

(1) The preparatory command such as *Forward*, which indicates the movement that is to be executed.

(2) The command of execution, such as *MARCH*, *HALT*, or *ARMS*, which, causes the execution.

e. Preparatory commands are distinguished in this manual by *lightface italic* and those of execution by *LIGHTFACE ITALIC CAPITALS*.

f. The preparatory command is given at such interval of time before the command of execution as to admit proper understanding and to permit the giving of necessary commands by subordinate leaders; the command of execution is given at the instant the movement is to commence.

g. The tone of the command should be animated, distinct, and of a loudness proportioned to the number of men for whom it is intended. Indifference in giving commands must be avoided, as this leads to laxity in execution. Commands must be given with spirit.

h. When giving commands to troops, the commander faces them. When the section or platoon in close-order drill or in ceremonies is part of a larger unit, the leader turns his head toward the unit to give commands but does not face about.

i. Officers and men fix their attention at the first word of command.

j. If all men in the unit are to execute the same movement simultaneously, the subordinate leaders do not repeat commands; otherwise they repeat the command or give the proper new command for the movement of their own unit.

k. If at a halt, the commands for movements involving marching, such as 1. *Column right*. 2. *MARCH* are not prefaced by the command Forward.

l. Instruction by the numbers. All movements for the purpose of instruction may be divided into motions and executed in detail. The command of execution determines the prompt execution of the first motion. The other motions, depending on the number, are executed at the commands *TWO*, *THREE*, *FOUR*. To execute the movement in detail, the instructor first cautions, "By the numbers." All movements are then executed in detail, one motion for each count until he cautions, "Without the numbers."

13. Mass Commands. *a.* Mass commands assist in overcoming diffidence, timidity, and awkwardness. They help to develop confidence, self-reliance, assertiveness, and enthusiasm. They require the individual to rely upon his own initiative and intelligence in order both to give the commands correctly and to execute properly the movement requested by the command. They develop proficiency by making each individual his own drill instructor, and through their use the benefits of individual instruction may be transmitted to large masses.

b. Each individual is required to give the commands as if he alone were giving them to the entire unit. The volume and smash of the combined voices impel each man to extend himself to the limit in performing the movements with snap and precision. Giving the commands in unison results in an early development in coordination and sense of cadence in the individual.

c. Each movement should be explained in detail and illustrated before it is attempted by the mass. The necessary commands for putting the required movement into operation should be rehearsed, without performing the movement, until the mass has learned to give the command properly. When this has been accomplished, the movement should be performed at the command of the mass.

d. The interval between the preparatory command and the command of execution will depend upon the number of men being drilled and their degree of proficiency. Care must be exercised that this interval is not too short.

e. Instructors should give their preparatory commands with a rising inflection, lifting the entire unit with an intonation that rouses the men and makes them eager to respond when the command of execution is given. In no other phase of training is the quality of instruction as accurately reflected as in mass commands, because of the natural emulation of the instructor by the soldier.

f. (1) Mass commands in drill are usually confined to simple movements, those requiring short preparatory commands and commands of execution, and those which are executed simultaneously by all elements of the unit. No movement which requires a repetition of the preparatory command by subordinate leaders or instructors is applicable to mass commands.

(2) The instructor first describes the exercises to be executed, then gives such instructions as are necessary relative to the movement or its cadence. He then causes the mass to give the necessary command to put it into operation. Examples are.:

(a) 1. Instructor: 1. *Call the platoon to attention.* 2. *COMMAND*

2. Mass: 1. *Platoon,* 2. *ATTENTION.*

(b) 1. Instructor: 1. *Face the platoon to the right.* 2. *COMMAND.*

2. Mass: 1. *Right,* 2. *FACE.*

(c) 1. Instructor: 1. *Give the platoon "at ease."* 2. *COMMAND.*

2. Mass: *AT EASE.*

(d) 1. Instructor: 1. *Have the platoon stand at parade rest,* 2. *COMMAND.*

2. Mass: 1. *Parade.* 2. *REST.*

(e) 1. Instructor: 1. *Halt the platoon,* 2. *COMMAND.*

2. Mass: 1. *Platoon,* 2. *HALT.*

(f) I. Instructor: 1, *March the platoon (squad) forward 8 paces, and halt.* 2. *COMMAND.*

2. Mass: 1. *Forward,* 2. *MARCH,* one, two, three, four.-3, *Platoon,* 4. *HALT,* one, two.

(3) Continuous movements may be conducted as follows;

(a) Instructor: All movements until further notice will be at your command

(b) 1. Instructor: 1. *Forward march,* 2. *COMMAND.*

2. Mass: 1. *Forward,* 2. *MARCH.*

(c) 1. Instructor: 1. *By the right flank* 2. *COMMAND.*

2. Mass: 1. *By the right flank.* 2. *MARCH.*

(4) When the instructor desires to terminate mass commands he cautions, "At my command."

SECOND WORLD WAR CADENCE - SOUND OFF

An old Army legend is told... in May, 1944, an fatigued marching column, returning to barracks at Ft. Slocum, New York, picked up the step with a chant heard in the ranks. Others repeated it and the "Duckworth Chant" or "Sound Off" was born. Pvt. Willie Duckworth, an African American soldier created the chant that we know today.

"Sound Off"

(CHORUS) SOUND OFF (By individual)

1 - 2 (By troops)

SOUND OFF (By individual)

3 - 4 (By troop)

CADENCE COUNT (By individual)

1 - 2 - 3 - 4, 1 - 2 --- 3 - 4 (By troops)

VERSE 1 The heads are up and the chests are out

The arms are swinging in cadence count.

Repeat - Chorus after every verse

VERSE 2 Head and eyes are off the ground,

Forty inches, Cover down.

VERSE 3 It won't get by if it ain't GI,

It won't get by if it ain't GI,

VERSE 4 I don't mind taking a hike

If I can take along a bike.

VERSE 5 I don't care if I get dirty

As long as the Brow gets Gravel Gertie.

VERSE 6 The Wacs and Waves will win the War

So tell us what we're fighting for.

VERSE 7 They send us out in the middle of the night

To shoot an azimuth without a light.

VERSE 8 There are lots plums upon the tree

For everyone exceptin' me.

VERSE 9 The first platoon, it is the best.
They always pass the Colonel's tests.

JODY CALLS - Who is Jody? Jodie (Jody) is a mysterious, often sinister character that stays home and indulges in the good life as a civilian. This person can be a male or a female depending on the spin of the verses and is ready to comfort or take away your wife, girlfriend, sister or possessions while you are soldiering. Jody may be synonymous with G.I. Joe, a variation of John Doe. The verses are never-ending and are often made up for a particular person, place, unit or situation.

Here's a sample: You had a good home when you left (By individual)

You're right (By troops)

You had a good home when you left (By individual)

You're right (By troops)

Jodie was there when you left (By individual)

You're right (By troops)

Jodie was there when you left (By individual)

You're right (By troops)

(CHORUS) SOUND OFF (By individual)

1 - 2 (By troops)

SOUND OFF (By individual)

3 - 4 (By troop)

CADENCE COUNT (By individual)

1 - 2 - 3 - 4, 1 - 2 --- 3 - 4 (By troops)

You had a good home when you left (By individual)

You're right (By troops)

Jodie was there when you left (By individual)

You're right (By troops)

Her mamma was there when you left (By individual)

You're right (By troops)

Her papa was there when you left (By individual)

You're right (By troops)

(CHORUS)

You had a good home when you left (By individual)

You're right (By troops)

Your baby was there when you left (By individual)
You're right (By troops)
The police were there when you left (By individual)

You're right (By troops)
And that's why you left (By individual)
You're right (By troops)
(CHORUS)

The Captain rides in a jeep,
You're right (By troops)
The Sergeant rides in a truck,
You're right (By troops)
The General rides in a limousine
You're right (By troops)
But your just out a luck.
You're right (By troops)

(CHORUS)

Occasionally, one hears a cadence or "Jody" in films or records. These may not be exactly authentic but most capture the feeling of the period and the spirit of the cadence. "Battleground" has scenes of this call that is closer than most.

Though units did perform double-time for some physical training during WWII, marching was much more common as a teamwork and discipline building unit exercise for the infantry. The cadence was primarily used for marching till physical training changed emphases several years after the War when running became more common.

During the early 1960's, most cadences began to be used in physical training and double-time, less so for marching. Most Vietnam era veterans (and later) remember chants during the unit jogging 2 - 4 miles around the post or a running track.

Clear your voice and sing!

WHEN TO SALUTE

A. You ALWAYS Salute Out of Doors except under the following circumstances:

1. You do not salute in ranks.
2. You do not salute when on a work detail unless you are in charge of the detail.
3. You do not salute when either you or the officer are engaged in Athletics.
4. You do not salute when driving government vehicles.
5. You do not salute -under simulated campaign conditions (except when reporting to an officer.)

B. You NEVER salute IN DOORS except when reporting to an officer or when under arms.

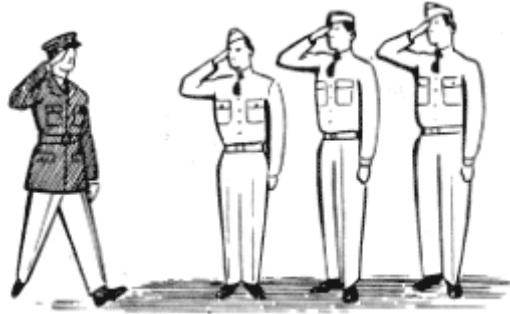
C. You ALSO Salute under the following circumstances:

1. If outdoors during the Retreat Ceremony and not in formation, you will face the National Flag, stand at attention and salute while "To the Colors" or the "National Anthem" is being played, (You will hold the salute until the last note is sounded.)
2. If outdoors and not during retreat ceremony and the National Anthem is being played, you will face the band and salute.
3. When personal honors are rendered ("General's March" is played) all officers and men not in formation will salute and remain in that position until the completion of the ruffles, flourishes and march.



WHEN TO SALUTE

A. The Salute is rendered in a smart and military manner:



B. When you execute the Salute you turn your head so you can observe the Officer and look him straight in the eye:



C. The Salute is always rendered from the position of Attention:



HOW NOT TO SALUTE

These are a few of the mistakes in Military Courtesy that Clem made during his first few weeks in Camp Crowder. Study them and be sure that You Don't Make the Same Mistake Yourself:



Clem Forgot to Take His Hat Off!

(Reporting Indoors - Always remove head dress except when under arms.)



Clem Saluted on the Run



Clem's First Idea of a Good Salute



Our Hero Salutes with a Cigarette
in his Mouth



This will work, sometimes. NOT
RECOMMENDED



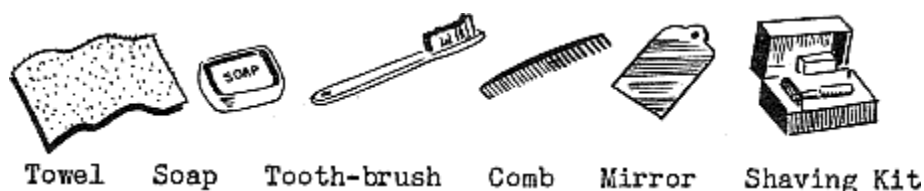
MARCHES AND BIVOUACS

FROM THE CAMP CROWDER CENTRAL SIGNAL CORPS SCHOOL WORKBOOK

A. Preparations for a March:

When you learn that your organization is to make a March the next day, there are a number of things you should attend to the proceeding evening.

1. Clean and fill your canteen with fresh water as there may be little time to do so in the morning.
2. Check your personal equipment to see that you have all the articles necessary for personal cleanliness:



3. Check the adjustment of your pack suspenders and belt. (A poorly adjusted pack adds much to the discomfort and fatigue of a March.)
4. You should have at least two (2) pairs of woolen socks that have no holes or darned places.
5. Check your shoes carefully. See that they fit comfortably; are in good repair and well broken- in.



NEVER START OUT ON A MARCH WITH A NEW PAIR OF SHOES

6. When you fall in to start a March, do so QUIETLY! One of the best indications of a well-trained outfit is absence of noise and confusion.

B. Rules to Observe While On the March:

1. Drinking Water:

The consumption of water on a March is largely a matter of habit. Drink plentifully before you start—after that, sparingly. A small pebble carried in the mouth keeps It moist and reduces thirst.



2. Food and Beverages:

At all times avoid eating or drinking unwholesome foods and beverages. Use only water approved by your commanding officer. The eating of sweets should be avoided as it tends to increase thirst.

3. Perspiration:

Excessive perspiration causes the loss of necessary salts from the body resulting in fatigue and heat exhaustion. Drinking common table salt dissolved in water, or salt tablets, will help to relieve this condition. (Cold tea or coffee is also helpful.)

4. Appearance:

Remember, Civilians will judge you, your organization and the ARMY by your appearance. Be neat. Be smart. Avoid the use of profane language or of making remarks to Civilians.

C. Halts While On The March:

1. Rest as much as possible during a halt. Do not stand or wander about.

If the ground is dry, loosen your belt and assume as comfortable a position as possible.

2. If you find it necessary to answer the 'call of nature', dig a small pit and immediately refill after using.

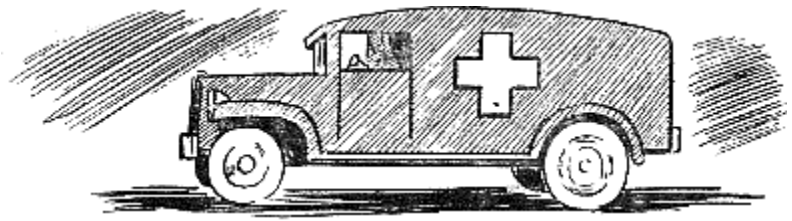
3. Private Property:

Do Not Enter Private Property. (The picking of fruits and vegetables from orchards or gardens is a serious offense.)

D. What To Do If You Become Ill.

1. Do not fall out until you have received the permission of an officer.

2. Wait beside the roadside for the Medical Detachment that follows at the rear of the column.



3. Don't be a Sissy!

However, if you are actually ill or unable to continue the March, secure permission from an officer and wait for medical aid.

* * * *

IF you observe the above precautions, you should have no difficulties on the average March.

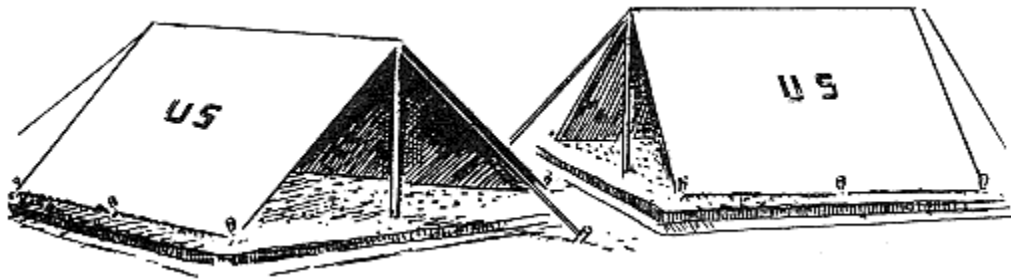
E. Camp Sites:

The ideal camp site should have plenty of pure water, grass turf and easy access to good roads. It should be of ample size to afford room for dispersion and easy concealment from enemy observation. During hot weather shady areas, free from underbrush, are desirable . (Dusty, polluted or damp soil, stagnant water and dry stream beds, should be avoided. During actual combat, however, battle conditions may necessitate the use of inferior camp sites)

F. The Shelter Tent:

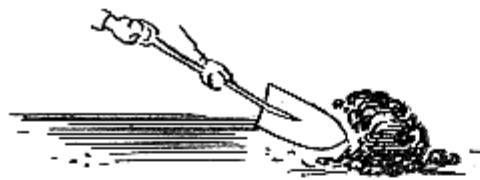
1. The shelter tent ordinarily provides shelter for two (2) men and is used extensively in field problems and under combat conditions. Two tents may be pitched together forming a double shelter tent. Use of the double shelter tent conserves space and is occupied by four (4) men. It affords additional warmth during periods of extreme cold.

2. When on Bivouac, you and your tentmate will normally pitch your tent where it will be concealed from possible enemy observation. Pick a dry place on high ground. (All principles of tent pitching apply except that there will be no attempt to align them.) ditch should be constructed immediately even though you expect to remain only a single night. In cold or windy weather the dirt from the ditch should be carefully banked around the tent, which is placed with the closed end into the wind. During rainy weather, loosen the guy ropes to prevent the tent pegs from pulling out. In any event the tent pins should be securely driven in.



G. Bed-Making:

Take time to make a good, comfortable bed. It will make better sleeping possible.



Level the Ground



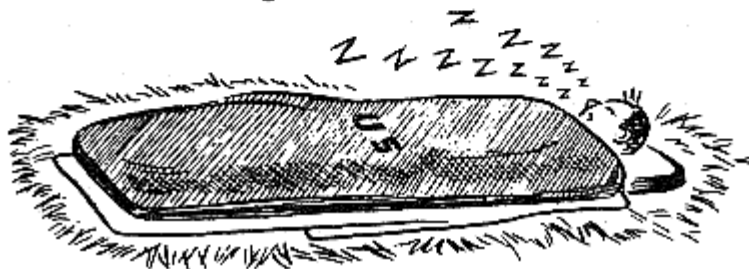
Place straw, leaves or light branches on the ground.



Place Raincoat over Bedding



Cover with your Blankets





H. Personal Care and Comfort:

1. Wet Clothing

Remove wet clothing immediately upon reaching camp. Put on dry clothes if possible; otherwise dry out your wet clothing before a fire. If even this is impossible, remove clothing and wring out carefully.

2. Shoes

Dry your shoes by placing warm, not hot, pebbles inside them. **Do Not Place Damp Shoes Next To A Fire.** Shoes should be oiled while they are dry to keep them waterproof and pliable.

3. Feet

As soon as possible after reaching camp, wash your feet with soap and water. Dry your feet carefully, especially between the toes. Until feet are hardened, dust them with G.I. foot-powder secured from your Supply Sergeant. After washing your feet, put on a clean pair of socks. Wash out the soiled pair.

I. Camp Sanitation:

1. Water

a. Be careful of the water you drink. Do not drink any water from a stream, well or faucet until it has been certified as pure by a Medical Officer and a sign posted to that effect.

b. When Lyster Bags are used, you will usually find them placed in your Company street near the Kitchen. Under such circumstances, drink only the water from this bag. Do not mind the peculiar taste as it will not hurt you. Let the water run from the faucet of the bag into your cup. **Never** dip a cup into the Lyster Bag or drink by putting your lips to the faucet.

c. Drink from your own cup or canteen, **Only**. (Do Not Exchange pipes, cigars, cigarettes, towels or shaving equipment.)



2. Latrines:

Be especially careful to relieve yourself only in the Latrine. Always go to the Latrine to urinate or for a bowel movement. (Using the ground for this purpose is a source of Great Danger both to yourself and your organization.)

J. The Mess Kit:

I HOW TO OPEN THE MESS KIT

Press both thumbs down hard on the catch. It will release the handle. Do not pound or pry open.





II HOW TO HOLD THE MESS KIT **IN THE CHOW LINE**

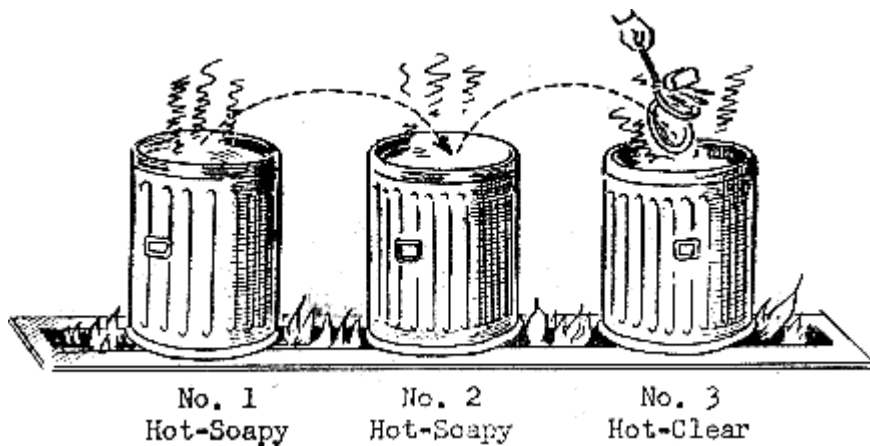
Hold mess kit and cup as indicated in illustration above.

This is the way Clem would like to hold it.



III HOW TO WASH YOUR MESS KIT

Rinse in Can No. 1 -- Wash with brush in Can No. 2 -- Rinse thoroughly in Can No. 3 --- and air-dry.

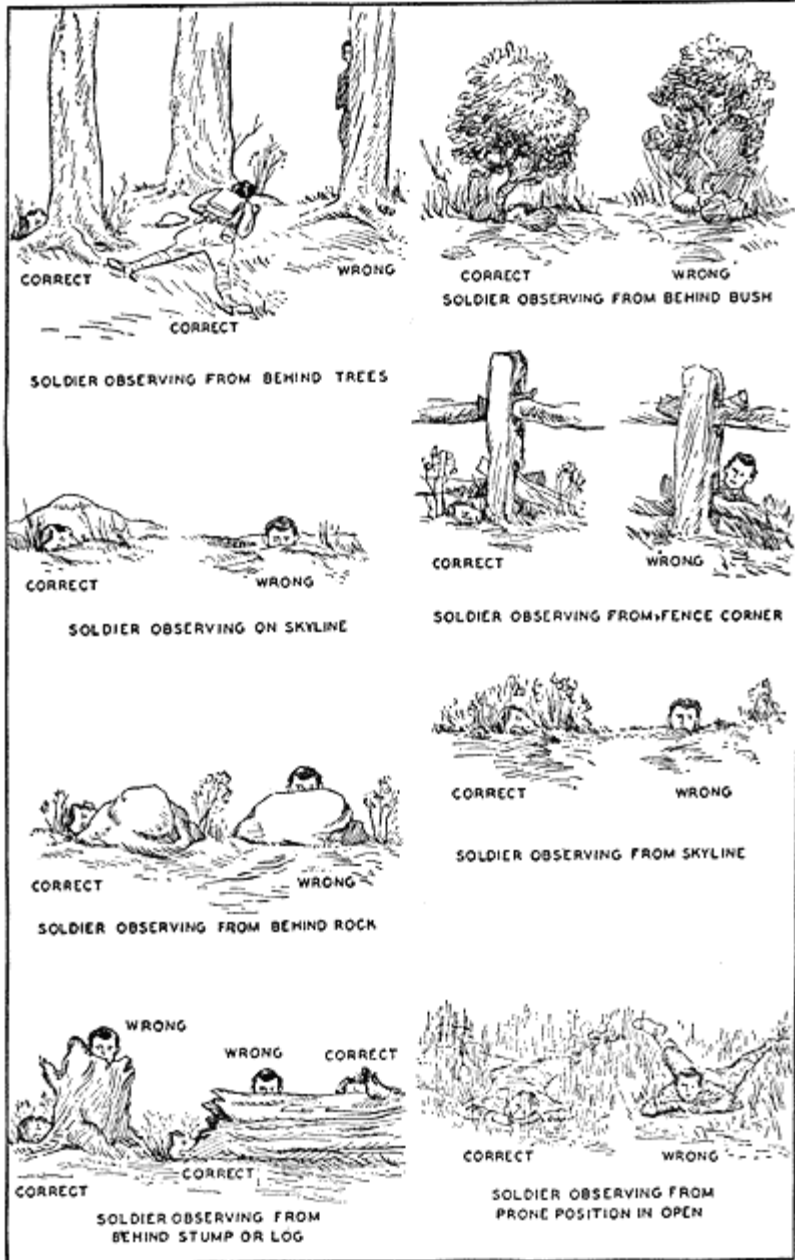


SCOUTING AND PATROLLING

Training for All Infantrymen

General. To operate effectively near the enemy, the soldier must be able to conceal himself while halted and moving. If he is able to move, observe and fire without being discovered, not only has he an excellent chance of avoiding being hit, but will be the equal of many of the enemy who lack this ability. Ordinarily individuals who make up the various formations on the battlefield are relatively widely separated, permitting individual initiative in the use of cover and concealment and selection of firing positions. The better trained the individuals, the more widely separated they may be in formation, thus reducing the number of casualties and increasing the effectiveness of the unit. Even expert shots are prone at times to become excited and shoot too wildly when under fire. So shooting from a concealed position is far more effective than from one exposed to fire. The effective use of concealment is of extreme value not only to the soldier but to his unit as well.

Concealment by Day. Following are a few simple rules generally applicable when halted close to the enemy: *When not observing, keep as close to the ground as possible. Remain motionless until movement is necessary. Whenever possible observe from the prone position. Keep off the saline. Avoid isolated and conspicuous bushes which attract the enemy's fire.*

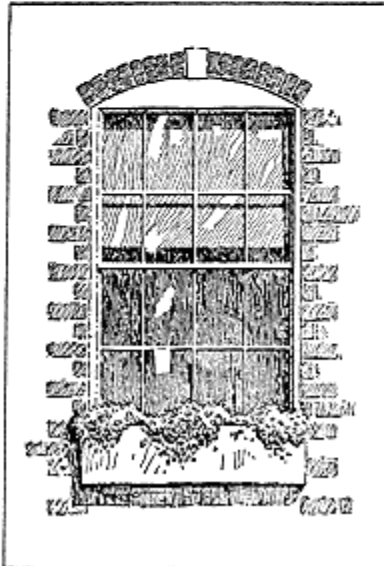




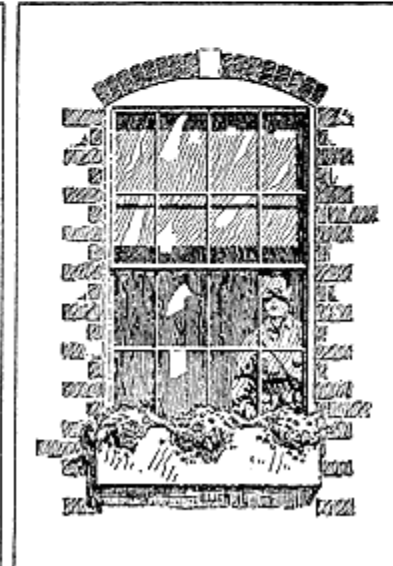
Correct.
(Blending with background.)



Incorrect.
(No background.)



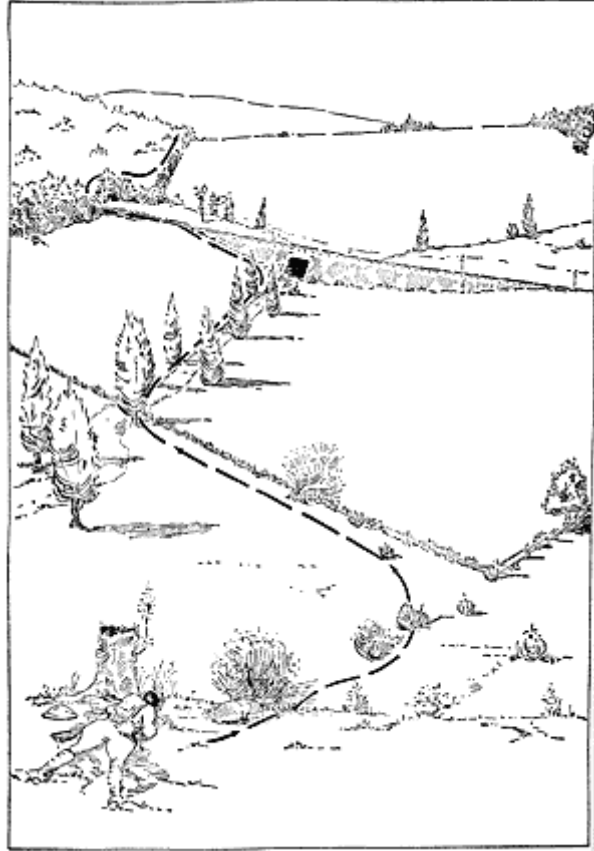
Correct.
(Well back from window, concealed
by darkness of room.)



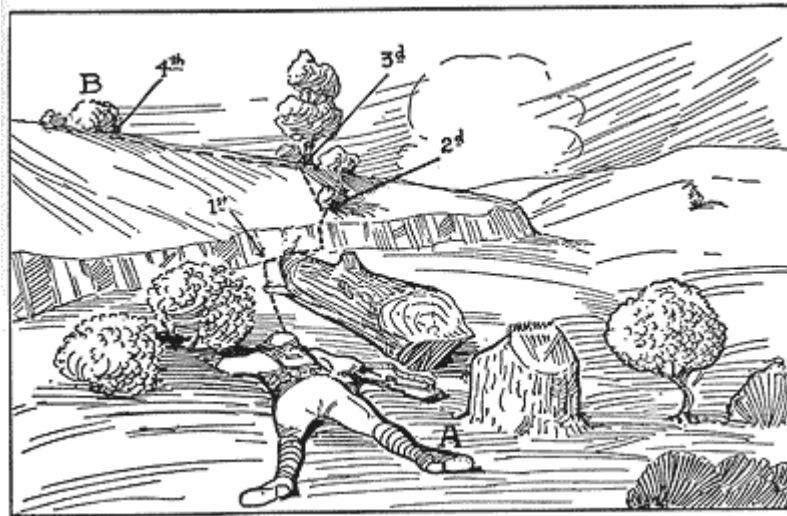
Incorrect.
(Too close to window, visible
from outside.)

Movements by Day. *a.* The soldier close to the enemy always moves as though he were being observed.

b. When he must move individually from one position to another, he first studies the ground between his halted location and the desired destination. He looks for a covered route, one concealed by ditches, ravines or woods, and determines which route should be used. He next looks for any open spaces which must be crossed and tries to find any intermediate cover, such as folds in the ground, which will afford him temporary concealment. He determines his route, at least to the next point of concealment before leaving his halted position.



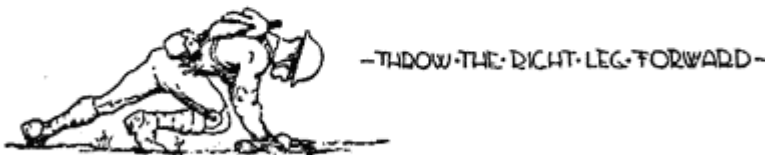
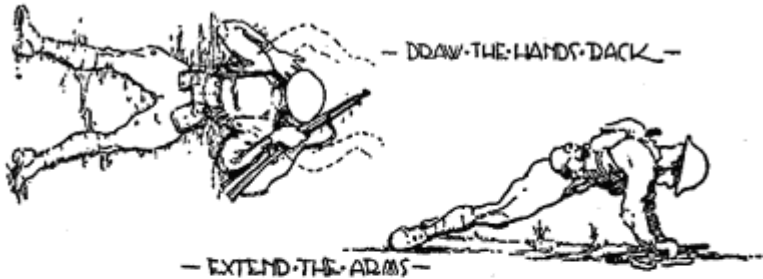
c. In moving by covered routes, he advances with caution, with his weapons ready for use. In crossing open ground, he bounds rapidly from cover to cover, throwing himself prone upon reaching each intermediate concealed point.



d. The methods of movement are simple and few. They should be second nature to the infantryman.

(1) Prone position. The body is flat, the side of the face on the ground, the legs extended and apart with heels down (turned in) The arms are flat on the ground. The rifle is usually grasped in the right hand.

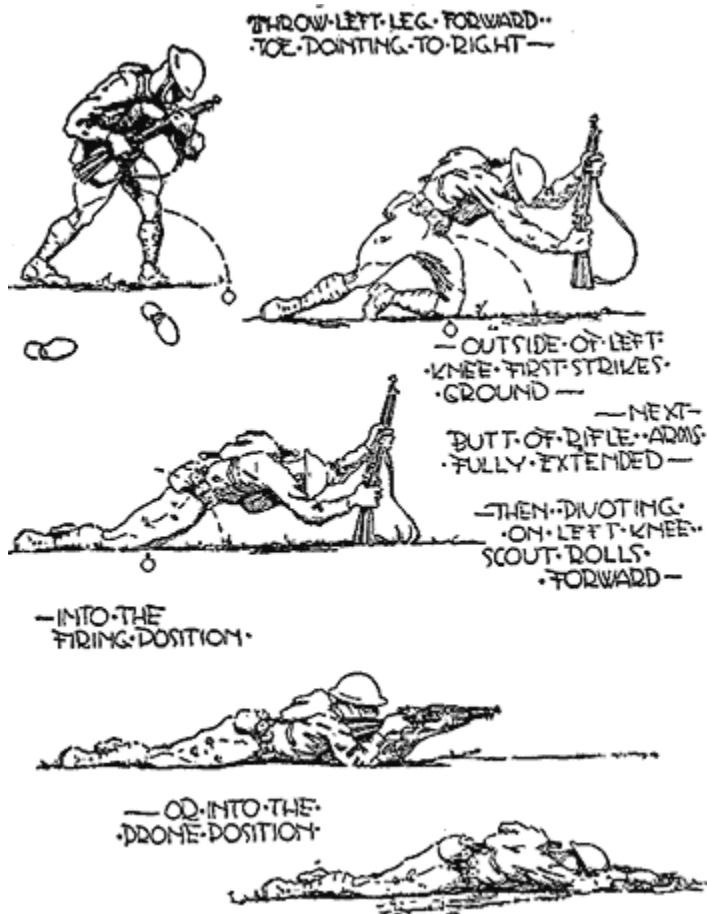
(2) To advance by running.



- AND JUMP OFF TO THE RIGHT
FRONT THEN BUN BENT
OVER WITH LEFT SHOULDER
FORWARD.....



(3) To drop to prone position.



- (4) Creeping.
- (5) Crawling.

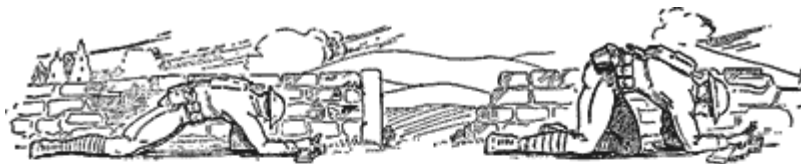


Plate 7. Correct and Incorrect Methods of Creeping.



Figure 1. The Slow Crawl.

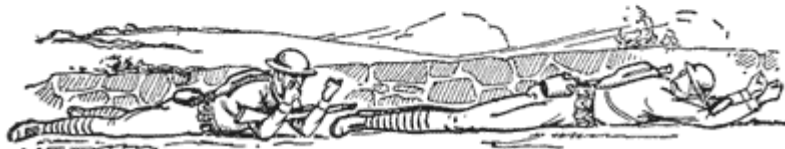


Figure 2. The Rapid Crawl.

FORM FOR ORAL ORDER

From Army Officer's Notebook (Revised, 1943)

FO....	
Maps: ...	
1.	a (Pertinent information of enemy) b (Pertinent information of own troops, such as higher, adjacent, supporting, or covering forces)
2.	This (platoon) (company) (battalion) will (attack) (defend) (withdraw) (as applicable) at (time) (Formation) (LD) (MLR) (Route) (as applicable) (Zone) (sector) (as applicable)
3.	(Missions of subordinate units)willwillwill . . . Employment, disposition, of heavy, special or chemical weapons. Special instructions applicable to all units.
4.	Battalion Ammunitions distributing point at . . . Aid Station at . . .
5.	Command Posts: (Own unit) (or "I will be at . . .") (Subordinate units)

	<p>"It is now . . . (Use 2400 clock)* "Are there any questions?"</p>
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*When Greenwich Time is used, "Z" is added to the numerals, indicating "Zero" meridian.

End of Field Training Information.