

# **Eglinton Detachment**

## **Elementary Night Movement**

### **Aim**

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

### **Prelims**

Safety precautions.

### **Approach**

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.

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 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.

### **Moving at Night**

#### **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.

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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.

## **The cat Walk**

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

## **The Kitten Crawl**

Often to get the 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 practise.

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 onto the ground; the weapon is supported by the sling and held in the hand.

## **Action When Caught by Enemy Lights**

When a 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.

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 as quickly as possible out of the lighted area.

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Practice the squad.

### **Aids to Keeping Direction**

It is often 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.
- d. Using a series of easily recognisable 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, distance 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 back 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 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 recognise in the dark.

### **End of lesson drill**