SER No	CONTENT								
	LESSON PLAN :FC & BC 3								
	DESCRIPTION OF GROUND								
	Period	-	One						
	Туре	-	Lecture/Practice						
	Code	-	FC & BC 3						
	Term	-	1						
	Training Aids								
	Computer Slides, Pointer, Charts, Black board & Chalk.								
	<u>Time Plan</u>								
	(;	a) Introdu	uction and Aim		-	03 Min			
	(1	b) Types	of ground		-	10 Min			
	((	c) Proced	dure of description		-	10 Min			
	(d) Indication of landmarks using GLD & boundaries— 15 Min								
	(0	d) Conclu	usion	-	-	02 Min			
	INTRODUCTION								
	3. A quick, accurate & standard procedure is necessary to enable a commander to describe an area to his men and the men to understand it correctly.								
	<u>AIM</u>								
	4. The aim of this lecture is to enable students to study the ground understand various types of ground and understand the method of scanning & describing ground.								
	<u>SCOPE</u>								
	5. The lecture will be divided into the following parts :-								
	(a) Part I— Types of Ground.								
	(1	(b) Part II— Procedure of description.							
	(0	(c) Part III – Indication of landmarks using GLD & boundaries.							

(a)

## **PART I: TYPES OF GROUND**

## 6. Types of Ground:

- (a) **Broken Ground**. It is uneven and is generally interspersed with nullahs, bumps and fields in the ground. It is suitable for move of infantry and hinders observation of activities.
- (b) <u>Flat and Open Ground</u>. It is even ground with little cover e.g. bushes, hedges and similar foliage. It is not suitable for move of Infantry by day.
- (c) <u>High Ground</u>. Ground far above the general level of the area e.g. hill. It facilitates domination of area around it by observation or fire or both.
- (d) **<u>Dead Ground.</u>** Ground that is hidden from an observer's view. It cannot be covered by flat trajectory weapons.

### Note:

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

(b)

#### **PART II: PROCEDURE OF DESCRIPTION**

7. **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

(c)

# PART III : INDICATION OF LANDMARKS USING GENERAL LINE OF DIRECTION AND BOUNDARIES

- 8. For indication give the following:-
  - (a) **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,

- (b) **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 and describe. In attack describe the ground nearest to you first i.e. foreground, then middle and then distance. In defence reverse the procedure.
- 9. <u>Sequence of description.</u> 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.

## **CONCLUSION**

10. A cadet should have an eye for the ground. He should keep on observing and judging the ground even while advancing and section commander should keep on explaining continuously while on move.