SER No	CONTENT										
	LESSON PLAN :FC & BC 11 SECTION BATTLE DRILL										
	Period	t	-	Four							
	Туре		-	Lecture/Practice							
	Code		-	FC & BC 11							
	Term		-	III							
	Training Aids1. Computer Slides, Pointer, Charts, Black board & Chalk.										
	<u>Time</u>	<u>Time Plan</u>									
	2.	(a)	Introd	luction	-	03 Min					
	(b) (c) (d)		Essentials of Section Battle Drill Stages of Section Battle Drill. Conclusion. Practice		-	10 Min					
						25 Min					
						02 Min					
	(e)				-	2h					
(a)		INTRODUCTION									
	situati rapid	3. In battle, we react to certain situations in a set manner to save time & avoid confusion. In military language Battle Drill means reaction by units, sub units or groups to certain common situations. Battle Drills are very useful in tackling minor tactical problems. They save time, ensure rapid reaction & avoid confusion. Thus, it accomplishes the mission in minimum possible time & maintains the momentum of advance with minimum casualties.									
		4. The action of a section from the time it comes under effective enemy fire till the time it has cleared the opposition is carried out as a drill. This drill is flexible & relies on the logical sequence of actions to be undertaken by the section commander in order to overcome the opposition. It is based									

on the elementary principle of fire & movement. There are two aspects to section battle drill. These

are the essentials & parts of section battle drill.

AIM

5. Aim of this lecture is to acquaint cadets about the procedure of section battle drill.

PREVIEW

6. (a) Part I : Essentials of Section Battle Drill

(b) Part II : Stages of Section Battle Drill.

PART I: ESSENTIALS OF SECTION BATTLE DRILL

- 7. The basic essentials of any battle drill are born out of the necessity to ensure rapid reaction without any confusion so that the task is completed in minimum possible time. This maintains the momentum of advance & ensures minimum casualties, so that combat effectiveness is retained for a longer period. It also ensures maximum use of all available weapons. The following are the basic essentials of section battle drill:-
 - (a) Quick Appreciation.
 - (b) Orders.
 - (c) Fire &Move.

(c) PART II : STAGES OF SECTION BATTLE DRILL

Stage I: Action on coming under effective fire.

- 8. The Section Commander, as he advances, will constantly be on the look out for:-
 - (a) New reference points for fire control orders. He may describe these to the section as they advance and each may acknowledge with a signal or shout 'Not seen' if he had failed to recognize the reference points.
 - (b) Position where the section can take cover in the event of coming under effective fire. Whenever possible the section commander will indicate such positions in form of anticipatory orders e.g. 'if we come under effective fire, LMG group takes cover in those bushes, rifle group along that bank'.
- 9. It is instinctive to most men to drop down on the ground, when under fire. The men should not go to ground till the effective fire of the enemy is brought down or the order 'Take Cover' is given by the Section Commander. On receiving order for taking cover the following action will normally be taken by each man of the section:-
 - (a) Run to the nearest cover or that already indicated by the Section Commander in his

(b)

anticipatory orders.

- (b) Every man will dive or drop into the cover and crawl away so that the enemy has not got his sights on anyone when he re-appears.
- (c) Take position and observe the enemy.
- (d) Apply sight and fire on spotting the enemy without waiting for an order from the section commander.
- (e) Bunching together should be avoided at times and apart from No 1 and 2 of the LMG group, when necessary, no man in the open by day should ever be less than 5 yards from his nearest fellow, depending on the cover available.
- (f) On 'TAKE COVER' order by the section commander, DASH-DOWN-CRAWL-OBSERVE-SIGHT-FIRE (If the enemy has been located).

CONFIRMATION

Q.1 Define Field craft?

Ans: Field Craft is an art of using the ground and the weapon available to the best of one"s own advantages.

Stage II: Locating and Neutralizing the Enemy

- 10. <u>Locating</u>. The location of enemy and its fire is usually not easy. The following drill will be followed for locating the enemy.
 - (a) **By Observation.** Look in the area from which the 'thump' came. The time between the 'crack' and the 'thump' gives an indication of the range. If nothing is seen after about 30 seconds or so, it is very unlikely that enemy will be located by looking.
 - (b) **By Fire**. The section commander will give a fire control order to a couple of rifleman to fire two shots each into likely cover. The rest of the section will observe their area of observation carefully. If there is no answer to fire, then the section commander should try another couple of rifleman at some other target. If there is still no enemy fire, either they are well trained or they have withdrawn.
 - (c) **By Movement**. The section commander will order one or two men to get up and double forward about 10 yards to a different cover. He might do this again if it draws no fire. If the enemy troops are there, they must be extremely well trained not to fall for these tricks and start firing at such poor targets. (A man getting up and moving fast for about 10 yards is a very difficult target to hit). If there is still no enemy reaction then the section commander must continue the advance.

Target Indication

11. If any soldier of the section located the enemy before the section commander, he will insert a tracer round into his rifle, shout 'Watch my Tracer' and fire and continue to fire until the section commander issues fire control orders or orders to stop the fire.

Neutralisation

- 12. (a) As soon as the section commander knows the position of the enemy he must give a fire control order to bring on the enemy sufficient weight of the section fire power to neutralize them. If certain individuals have already started the firing, the section commander will resume control by preceding his fire control order with the order 'STOP'.
 - (b) Having won the fire fight, the section commander must retain the fire initiative by cautiously bringing fire down on the enemy whilst he manoeuvers closer in order to assault them.

CONFIRMATION:

Q-1. What all subjects are included in Field craft?

Ans: a) Description of Ground.

- (b) Observation and concealment.
- (c) Judging distance.
- (d) Recognition and description of targets.
- (e) Movement with and without Arms

Stage III: THE ASSAULT

- 13. The section commander will decide whether to attack from the flank or right flank depending upon the position of the LMG group, the position of the enemy and the routes available.
- 14. The section commander's orders, for the assault are confined to :-
 - (a) LEFT or RIGHT flanking (to indicate which side of the LMG group, the rifle group will work).
 - (b) Which group will move first?
 - (c) Place to which LMG group will move, if it is to move first.
- 15. The main points to note are:-
 - (a) The section commander will lead the rifle group in person, he is normally in the centre.
 - (b) Covering fire will be provided for all movements in the open. The angle of the fire should be as wide as possible.
 - (c) When the rifle group gets down into fire position after a bound, the LMG group must move forward into a new fire position automatically. Once the LMG group is in a position from which it can support the assault from a good angle, the rifle group will move in one bound. Before the assault goes in, the rifleman armed with the grenade discharger cup and the projector strim grenade should be ordered to remove these from their rifle, if necessary.

- (d) Normally the assault will start at the 'walk' with firing being carried out from the shoulder or the hip (marching fire). The section doubles only during last 100 to 50 yards when the section commander gives order 'CHARGE'.
- (e) No 1 and No 2 of the LMG group must carry sufficient magazines to support a normal section attack.
- (f) As the assault goes in, the LMG group will fire as long as possible and then switch its fire across the objective just in front of the rifle group.

Stage IV: Re-Organisation

- 16. Once the assault is made the following action will take place as drill:-
 - (a) The LMG group will rejoin the fire group 'at the double' immediately it sees the rifle group take cover after the assault.
 - (b) The section commander will organize a search of the area of the objective for any enemy hiding or wounded. Rifle numbers detailed to search will be covered by other rifleman.
 - (c) The section commander will check positions of rifleman and LMG group, allot arcs of observation and detail reference points.
 - (d) The section commander will check:-
 - (i) Casualties,
 - (ii) Ammunition expenditure, and
 - (iii) Refilling of LMG magazine.
 - (e) The section commander will await the platoon commander for further orders.

CONCLUSION.

17. A defender will make use of small detachments/parties to cause delay and casualties to the advancing enemy. At the same time the attacker must be fully prepared to neutralize these minor impediments. Hence battle drills must be rehearsed and practiced so that minimal delay is imposed.

CONFIRMATION:

Q: What is the sequence of indicating targets?

Ans: The easy way to remember this sequence is to remember the word "GRAD". The sequence is as follows:-

- (a) Designation of Group.
- (b) Range.
- (c) Aid. (d) Description