SER No	CONTENT
	LESSON PLAN : MR 10 **POINT TO POINT MARCH** Period - Five Type - Lecture/Practice Code - MR-10 Term - II --- **Training Aids** 1. Compass, Binocular, Service protractor, Pointer, Charts, Black board & Chalk. **Time Plan** 2. (a) Introduction - 05 Min (b) Navigation during day - 35 Min (c) Navigation during night and night march chart - 35 Min (d) Conclusion - 05 Min (e) Practice - 5h30Min **AIM** 3. The aim of this lecture is to introduce the Cadets to the basics of Navigation during day and night and preparation of night march chart . **PREVIEW** 4. The lecture/practice will be conducted in the following parts:- (a) Part I - Navigation during day (b) Part II- Night navigation and preparation of Night march chart
(a)	**PART I: NAVIGATION DURING DAY** **Day Time** 5. **Methods Used During Day March.**

(a) **With Map Only**. In this method set the map and find your own position. Then, find out the position of the object. Note important landmarks in the vicinity of the object. Also find out the distance of the object. Finally find out the best route to reach the object. While marching, keep comparing the major landmarks enroute. Distance can be measured with the help of steps. 100 metre corresponds to 120 steps approximately. On reaching the object, confirm its correctness with help of other details in the proximity.

(b) **Marching without Map.** There are two methods of marching without map:-

(i) **With Compass.**

(aa) **First Method**. If youknow the bearing and distance of the object, take a compass and select two important landmarks in one íine where you can march easiiy. If there is difficulty in selecting landmarks at a large distance due to forest cover or undulating land, then closer landmarks can be selected. This could be repeated till you reach the object. If there is a major obsíacle üke river or nála which require deviation from the given bearing, one must come to the same line after crossing the obstacle and move on initial bearing.

(ab) **Second Method**. This method is used when bearing and distance of important landmarks enroute are given. Set the bearing of the first landmark from start point and repeaí this after reaching every intermediate landmark till you reach the object. In this method one is more confident while marching.

(ii) **Without Compass**. In this method you are required to march based on your memory power. Points to be kept in mind are:-

(aa) Before marching, recognize the object carefully and take note of other landmarks in the proximity.

(ab) Choose best route to the object and convert distance into steps/paces.

(ac) Take note of all the intermediate landmarks and their distances.

(ad) Enroute, ensure you are marching correctly.

(ae) Be careful while measuring distance in steps.

(af) If you deviate while crossing an obstacle, choose a mark across the obstacle. After crossing the obstacle come in line of the mark and recommence marching.

(ag) If you reach a wrong place, come back to the start point.

(b) **PART II : NAVIGATION DURING NIGHT AND NIGHT MARCH CHART**

Night Time

6. When a navigation party moves at night with the help of compass and night march chart, this is called night march.

(a) **During Moonlit Night**. If you have a compass, you can select two important land marks on the given bearing in a line and march on the same bearing and line. Repeat this tiíl you reach the object.

(b) **Starlit Night**. Select a prominent star at 30 degreeon me horizon on the given bearing. Select a landmark in line of the star. March in line of the star and the land mark for approximately 15 minutes. Then select another star in the same bearing and repeat till you reach the object.

(c) **Cloudy Night**. Make a person march on the given bearing to a distance where he can be seen. Then íhe person holding compass marches, measuring the distance. First person is made to march again in the given bearing aní íhe process is repeated till he reaches the object.

7. **Items Required By Navigation Party**

(a) Set compass as per bounds.
(b) Luminous stick.
(c) White cloth.
(d) Marching chart.
(e) White Iime/ chaik.
(f) Stone pebbles for measuring steps.
(g) Frosted torch.

8. **Composition of Navigation Party**

(a) **Guide.** He carries a luminous stick and a compass set ío a given bearing.

(b) **Assistant Guide.** He has a white piece of cloth at his back for Identification and a stick to measure depth of nala / pits.

(c) **Recorder.** He carries additional compass already set on given bearing, night march chart and stone pebbles. He measures the distance.

(d) **Scouts**. Number of scouts could be from 2 to 4 depending upon the route and tasks.

9. **Night MarchParty**

(a) **Assistant Guide.** He moves in front between left and right scouts. He walks for 20 steps and stops. Guide moves up to him and then indicates him to march ahead. Following actions will be taken while crossing an obstacle.

(i) Assistant guide and scouts will negotiate the obstacle from left / right. Guide and balance party will keep waiting. After crossing the obstacle assistant guide and scouts wiil come in the line of march.

(ii) Then guide and balance party will cross the obstacle and move behind assistant guide.

(b) **Guide.** Guide marches behind assistant guide so that required instractions can be given to him. He also carries a compass with set bearing so that he can correct the line of march of assistant guide.

(c) **Recorder.** Recorder marches behind the guide and measures the distance by steps / measuring tape.

10. **Points to be kept in-Mind**

(a) While marching do not cough, talk or make any noise.

(b) While marching keep inter person distance in mind.

(c) Party must ensure safety and security.

(d) Smoking / using any kind of light is strictly prohibited.

(e) To read night march chart use frosted torch.

NIGHT MARCH CHART

(Object)	Distance	Degree
Temple 		
	450 M	
Well 		**50°**
	200 M	

Bridge 		**40º**
	350 M	
Track Junction 		**20º**
	300 M	
Start point(Survey tree) 		**70º**

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