

# ELEMENTARY NIGHT MOVEMENT



## **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. 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 right hand. The weapon is supported by the sling and held in the right hand.



## **The Kitten Crawl**

Often the only way to get 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 practice. 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 on to the ground; the weapon is supported by the sling and held in the right hand.

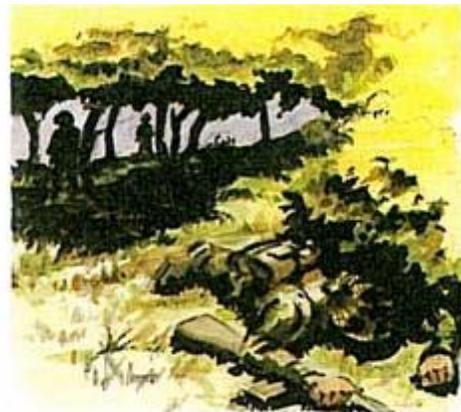


## **Action When Caught by Enemy Lights**

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:

- If there is little cover about it is usually best to take cover or lie down the moment you see the light.
- 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.



## **Aids to Keeping Direction**

It is often hard to keep direction at night, in fog or in close country. Some of the aids to keeping direction are:

- The compass, map and air photographs.
- A rough sketch copied from a map or air photograph.
- Keeping two prominent objects in view.