

The HOME GUARD POCKET MANUAL

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Tenth Edition.

CAPABILITIES OF A GOOD INSTRUCTOR.

1. A thorough knowledge of the subject to be taught.
2. Must be able to impart that knowledge in a clear and concise manner.
3. Able to give perfect demonstrations. It is much easier to learn by the eye than by the ear.
4. Quick to detect and correct faults. This should be done by force of example.
5. Be patient and avoid sarcasm.

THE HOME GUARD POCKET MANUAL

BY

CAPT. A. SOUTHWORTH, M.B.E.

20th Bn. (SEVENOAKS) KENT HOME GUARD

Ex Warrant Officer Instructor
Small Arms School, Hythe, 1922 to 1938

FOREWORD BY

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FOREWORD

This Pocket Manual has been compiled by an expert Instructor in Weapon Training, who is also a very highly skilled shot with the Rifle, Revolver and Light Machine Gun.

Capt. Southworth has been a 'key' member of the Sevenoaks Battalion of the Home Guard since its inception and understands fully the difficulties of training. His qualifications and experience are, therefore, of the highest order and this Manual will be of great value to all Home Guard Members.

It contains a useful Syllabus of Training and includes from the Official Manuals useful material for training in those subjects which are essential to the Home Guard.

J. S. DAVENPORT,

Brigadier,
Commanding Home Counties Area.

20th October, 1940.

SUGGESTED SYLLABUS OF TRAINING.

This syllabus is given in the hope that it will be of assistance to those who are devoting their time in instructing members of the Home Guard.

It endeavours to give the essential points of training and deals with the various subjects in their order of priority.

The time that can be devoted to training is limited, therefore all men should reach a high standard of efficiency in these subjects before further training is attempted.

Too much ceremonial drill is neither desirable nor necessary, and it is well to remember that a skilled shot who is well versed in fieldcraft will be far more useful than a man who is expert in "Presenting Arms" but cannot shoot.

WEAPON TRAINING.

Daily Cleaning ; Cleaning after Firing ; Loading and Unloading ; Charging Magazines ; Aiming Instruction ; Trigger Pressing ; Lying, Kneeling and Standing Positions ; Visual Training ; Judging Distance ; Indication and Recognition of Targets ; Fire Orders ; Fire Discipline Training.

FIELD TRAINING.

Formations—File, Single File, Extended Order, Arrow Head, Use of Cover ; Field Signals ; Scouts ; Fieldcraft ; Road Blocks.

FOOT DRILL.

Position of Attention ; Stand at Ease ; Easy ; Turnings ; Marchings and Halt ; Falling In ; Dressing ; Dismiss.

RIFLE DRILL.

Position of Attention ; Stand at Ease ; Easy ; Slope and Order Arms ; For Inspection—Port Arms ; Examine Arms ; Dismiss ; Procedure for Challenging.

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PATTERN 17 RIFLE.

Characteristics.—When cared for and handled correctly, the rifle is :—

- (i) Capable of a high and accurate rate of fire.
- (ii) Suitable, with the bayonet, for hand to hand fighting.

Training.—This should be designed to make the soldiers :—

- (i) Able to take a quick and accurate shot at service targets appearing for a short time at any distance up to 200 yards.
- (ii) Use cover correctly so that he can shoot without undue movement or exposure.

4. Daily Cleaning.

TO REMOVE BOLT. Push forward safety catch (on right side of body), with the thumb of the right hand, raise the bolt lever and draw it back as far as possible. On left hand side of body is a BOLT STOP operated by a spring. Press this outwards and the bolt is released.

TO REMOVE THE MAGAZINE. On the underside of the magazine is the magazine plate which has a small hole at the end nearest the trigger guard. Inside this hole is a spring catch which when depressed will release the magazine.

NO OTHER STRIPPING MUST BE ATTEMPTED.

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In the butt of the rifle is kept an oil bottle and a pull-through. A note should be made when removing the pull-through of how it is rolled up and it should always be replaced in the same way—the bottle should be replaced with the cork towards the muzzle of the rifle.

TO CLEAN THE BARREL. Straighten out the pull-through and place a piece of flannelette (4ins. by 1½ins.) and slightly oiled in the centre loop. Drop the weight of the pull-through behind the back-sight and through the barrel from BREECH to MUZZLE. Hold the rifle with the heel of the butt on the ground and pull through in one movement. This will remove grit and dirt from the barrel and also leave it slightly oiled—this prevents rust.

REMAINDER OF RIFLE. Clean thoroughly with slightly oiled rag. Slightly oil bolt but leave face of bolt and magazine platform dry.

TO REPLACE THE MAGAZINE. Place the magazine spring in the magazine way, insert the lip in the front recess and press downward and forward.

TO REPLACE THE BOLT.

Ensure that

- (i) The safety catch is forward.
 - (ii) The number on the bolt corresponds with that on the rifle.
 - (iii) The extractor stem is turned to the right.
- Place the bolt in the boltway, depress the magazine platform, close the bolt, press the trigger, and press down the bolt lever with two fingers of the right hand and pull back the safety catch with the first finger.

5. Cleaning after Firing.—First of all clean in the same manner as for daily cleaning, but with dry flannelette. This will remove surface fouling. Then there are two methods of continuing :—

- (i) **Boiling Water.**—Place a funnel in the breech of the rifle and pour boiling water down through the barrel. Dry the barrel with flannelette and then oil in the usual manner. It will be noticed that the barrel will "sweat" for two or three days. Thorough cleaning with flannelette will remedy this.

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- (ii) **Gauze.**—Clean the barrel with dry flannelette to remove surface fouling. Place a piece of gauze in the pull-through. The gauze must be well oiled, fit the barrel tightly and all rough edges turned in. Pull through a few times. Remove the gauze, clean with dry flannelette and leave slightly oiled.

6. Loading and Unloading.—Speed in loading is essential and can only be attained by continued practice. Hold the rifle in any convenient position **with the muzzle pointing upwards.**

TO LOAD. Push forward safety catch—raise and draw back bolt—place charger in guide—place right thumb on top and near to base of cartridge and press down until all cartridges are in the magazine. Close the bolt and pull back the safety catch.

(NOTE.—The magazine holds 5 rounds only and when empty the platform is raised. This prevents the bolt from being closed until the magazine platform has been depressed by hand.)

TO UNLOAD. Open the breech and work the bolt backward and forward (WITHOUT pressing the trigger) until the magazine is empty. Close the bolt ; press the trigger—**MUZZLE POINTING UPWARDS**—and apply safety catch.

TO CHARGE MAGAZINE. This is an extra safety measure and allows rounds to be placed in the magazine but **NONE** in the chamber. Load as before up to placing rounds in the magazine. Before closing the bolt, press down the top round with the thumb of the left hand and slide the bolt forward **OVER THE TOP** of the round. The bolt can now be closed **WITHOUT** a cartridge going into the chamber. Press the trigger and apply the safety catch. (NOTE.—This method is strongly advocated when the rifle is not likely to be required for immediate use because the trigger has a light pressure and accidents therefore will be avoided.)

TO LOAD FROM A CHARGED MAGAZINE. Push forward safety catch, open and close bolt sharply and the rifle is ready for firing.

7. Trigger Pressing.—The trigger has two pressures. The first should be taken when the rifle is brought to the aim, then align the sights and take the second pressure.

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(NOTE.—An accurate aim will be spoiled if the trigger is pulled or jerked.)

8. **Aiming.**—The back-sight has TWO aperture sights. With the leaf DOWN one aperture is used as a battle sight up to 400 yards. For distances above this, raise the back-sight and adjust the slide for the required range.



RULES OF AIMING.

1. Sights upright.
2. Close the disengaged eye.
3. Look through the aperture at the target—get the tip of the foresight in the centre of the aperture and on the centre of the target. Look at the target.

TESTING. Before starting the test the instructor must see that there is no ammunition in the rifle or in the pockets—neither may dummies be used.

A convenient method is for the instructor to hold the target at barrel's length in front of the rifle and looking through a pinhole made at the point on the above diagram where the foresight touches the bull he can then ascertain that the sights are correctly aligned, and also that on pressing the trigger the sights remain "put," i.e., maintaining aim. Any snatching or jerkiness in trigger pressing will immediately be shewn.

FIRING INSTRUCTION.

GENERAL. The sequence of instruction is:—

Explanation—what is to be taught.

Demonstration—demonstrate the phase of the lesson.

Imitation—instructor details each movement, and squad imitates.

Practice—squad practise and instructor checks faults.

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Inspect rifles, pouches and dummies, extend squad to two paces and point out targets.

THE LYING POSITION. (See pages 33-35).

1. **To lie down.**—Place the left foot a good pace forward in front of the right foot and hold the rifle at the balance in the left hand with the butt of the rifle resting on the right thigh just below the hip: place right hand on the ground (in front of the body) and lower the body, keeping right foot perfectly still, sliding the left foot well to the left. Slide rifle well out in front of the shoulder, grip small of butt tightly with the right hand, finger off the trigger, elbows well in and heels flat on the ground. The body should now be oblique to the rifle, the latter being in front of the shoulder and the barrel pointing towards the target.

2. **To get up.**—Place the right hand on the ground below the right shoulder, draw the rifle under the right arm and draw the left leg up. Push the body upwards, place the left foot under the body, bring the right foot forward, order arms and stand at ease.

3. **Loading and Unloading.**—Previously taught. Practise in lying position.

4. **Aiming Position.**—Push forward the safety catch. Keep the elbows still, bring the butt into the shoulder and take the first pressure. Lower the cheek on the butt and align the sights.

The rifle must be held firmly with both hands.

To elevate or depress the muzzle move the body backward or forward on the elbows. Lower the rifle to the ground and take the finger off the trigger.

5. **Firing.** When the sights are correctly aligned, restrain the breathing and take the second pressure.

Immediately the rifle has been fired reload by opening and closing bolt sharply without taking the rifle from the shoulder. During this movement the rifle should be tilted slightly to the right as this aids the extraction of the case. Take first pressure again at once, but if there is no immediate object in the sights release pressure and lower rifle.

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Continual practice at these movements is essential. If there are no dummy cartridges for use when practising reloading remove magazine. This will enable the bolt to be moved backward and forward without having to push down the magazine platform.

NOTES.—

- (i) The normal rate of fire is 5 rounds a minute.
- (ii) On the number of rounds being named the safety catch is pushed forward.
- (iii) On the command "Stop," apply the safety catch and await further orders.
- (iv) Points to note in lying position :—Heels flat on the ground ; legs well apart ; body oblique ; elbows close in ; hand gripping rifle tightly ; butt, clear of right shoulder ; eyes, watching the front.

When in the loading position—

Finger off the trigger.
Rifle resting on the ground.

KNEELING POSITION. (See page 36).

1. **To kneel down.**—Take a pace forward with the left foot bringing it in front of the right. Place the rifle in the left hand.

Sink down on the right knee turning it outwards. The body should be evenly balanced on the left foot, right knee and right toe. Sit back on the right heel if possible. Left forearm resting on left leg. Butt in right groin. Rifle held firmly with muzzle pointing upwards.

2. **To get up.**—Rise up ; bring the left foot back to the right and place the right hand at the band. Order arms and stand at ease.

3. **Loading and Unloading.**—As in the lying position.

4. **Aiming and Firing.**—Slide the left forearm along the left leg until the butt comes to the shoulder. The left arm resting on the left knee.

The elbow in front or in rear of left knee cap.

The right arm slightly below the level of the right shoulder.

All other points as in the lying position.

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STANDING POSITION. (See page 38).

1. **To Adopt the Position.**—Turn half right ; carry off the left foot to the left front and bring the rifle to the right side with the muzzle pointing upward.

2. **To Return.**—Bring the left foot back to the right ; order arms and stand at ease.

3. **Loading.—Aiming and Firing** as previously taught.

FINALLY.—If you have to shoot, remember the following points :—

1. Is the rifle loaded and the safety catch forward ?

2. Lie down if possible. You are much steadier and also present a small target for your enemy to fire at.

3. A deliberate shot which finds its mark is much better and quicker than a number of hastily fired shots which may miss. Ammunition is limited.

4. If a target is moving aim a little in front of it.

FIRE DISCIPLINE TRAINING.

Object :—To teach men to obey orders accurately and quickly and when left to themselves to make the best use of their rifles.

First Stage.—At the halt.

Squad extended to two paces ; general line of direction pointed out. Instructor orders load and gives fire order.

Check the following points :—Correct position adopted ; quick loading and correct use of safety catch ; adjustment of sights and recognition of target ; correct rate of fire ; action on order "Stop" and "Go on" ; re-charging of magazines.

Second Stage.—On the move.

BRINGS OUT :—Movement ; use of ground and cover ; judging distance—when range omitted from fire order ; initiative ; alertness to orders ; passing of orders.

As proficiency increases, targets indicated should be more difficult, and incomplete fire orders should be given.

VISUAL TRAINING.

Object.—To develop the powers of observation. Owing to indistinct uniforms and the use of camouflage it is often necessary to make a thorough search of the ground before a target can be located.

Military Vocabulary.—To teach men the names of various objects so that they will each describe an object by the same name, e.g., viaduct, fir tree, ridge, valley, etc.

Searching Ground.—Point out boundaries; divide an area into foreground; middle distance and background, and systematically describe the ground, pointing out objects of military importance.

Men with rifles in aiming rests, lay aims on these objects to test recognition.

Locating Service Targets.—Silhouette figures or fatiguemen placed out in an area of ground against various backgrounds and presenting a varying degree of difficulty in location.

Men search the ground and describe targets seen. Bring out the reasons why they are easy or difficult to see.

JUDGING DISTANCE.

Object.—To teach how to estimate the range to a target.

Unit of Measure.—This method cannot be used beyond 400 yards or when the whole of the ground is not visible. Flags placed out 100 yards from a central point and in different directions.

Men adopt the lying position; look at the flags and memorize the distance of 100 yards.

Men now ordered to place themselves 100 yards from a named object and errors discussed.

Practise at distances up to 400 yards.

Appearance Method.—Fatiguemen placed out under cover at 100 yards interval from 200 yards to 600 yards.

Fatiguemen appear in turn and squad note the amount of detail that can be seen.

Practise on various objects, the range to these having been previously ascertained by the instructor.

Halving.—Select a point half-way to the target; judge to this point by unit of measure or appearance method and double estimate.

Bracketing.—Estimate the longest and shortest possible distances to the object and take the mean.

Unit Average.—Call for an estimate from each man and take the mean. Leave out any obvious incorrect estimates.

Key Range.—A method of estimating the distance to various objects from a known range.

FIRE ORDERS.

(NOTE.—This is written assuming "H.G.'s" have L.M.Guns).

Fire Power of Section.—Main fire-producing weapon of the Section is the light machine gun.

Snipers—skilled rifle shots.

Remainder of Section armed with rifles to augment the fire of the L.M.G. if required and to protect gun.

Control of Fire.—Section Commander controls the fire of L.M.G.; allots a task to snipers but does not directly control their fire. Fire may be concentrated or distributed according to type of target.

Individual Fire.—When control is no longer possible owing to battle conditions, each man will apply his fire to the best advantage.

Rates of Fire.—Normal method with L.M.G. is by bursts, but single round firing will be used when target does not call for volume.

This (i) Conserves ammunition.

(ii) Conceals presence of gun until favourable target appears.

(iii) Obtains surprise effect.

Requirements for Effective Fire.—

(i) Section Commanders must be trained to select and indicate targets and to open fire at the right time.

(ii) Men trained in judging distance and recognition.

(iii) Good fire discipline combined with intelligent fire control.

(iv) Accurate shooting.

Fire Plan.—Made by Battalion and Company Commanders.

Fire Direction.—Platoon Commanders orders to Section Commanders dealing with application of fire according to fire plan.

Fire Control.—Section Commanders orders to Section for opening of fire.

Considerations in Opening Fire.—Before opening fire, Section Commanders must consider :—

- (i) Range—The shorter the range the more accurate the shooting.
- (ii) Visibility and vulnerability of the target.
- (iii) Surprise effect.—Will this be obtained ?
- (iv) Best weapon or combination of weapons to use.
- (v) Automatic or single rounds. This depends on type of target and ammunition available.
- (vi) Kind of fire—Slow or rapid.

Fire Control Orders.—Good indication of targets essential ; orders brief and clear ; and aids used only when necessary. Orders given calmly, loudly, concisely, with sufficient pauses to allow men to understand and act.

Concentrated Fire.—Used when target has little width—not more than $\frac{1}{2}^{\circ}$ or width of foresight block. Section directs all its fires to the same point.

Distributed Fire.—Necessary to engage a wide target such as enemy section in extended order. L.M. Gunner fires bursts or rounds at irregular intervals between limits of target. Riflemen fire at approximate points between limits of target corresponding to their own position in the section.

Enfilade Fire.—Most effective and employed whenever possible.

Sequence of Fire Control Order.—

DESIGNATION.—To draw the attention of those to whom the order is to be given.

RANGE.—Limits the area to be searched and prevents looking away from the front once the sights have been set.

INDICATION.—Direction and description.

NUMBER OF BURSTS OR ROUNDS.—Controls ammunition and gives lull for further orders.

KIND OF FIRE.—Single rounds ; automatic ; slow or rapid—depends on target and situation.

Types of Fire Control Orders.—

Normal.—Given when time permits.

EXAMPLE.—"No. 1 Section—400—Quarter left, prominent gap in fence—at right end—5 bursts—fire."

Brief.—Used when target is obvious and situation does not allow time for a normal order.

EXAMPLE.—"Stop"—"Sights down—slightly right—rapid fire."

Anticipatory.—Used in attack or defence when it is possible to make all preparations, but the opening of fire is withheld until required.

EXAMPLE ATTACK.—"No. 1 Section—450—House—immediately below—gate—when No. 2 Section start to advance—open rapid on my order."

EXAMPLE DEFENCE.—"No. 1 Section—400—large gap near right end of wood—the enemy may cross that gap—open rapid on my order."

Individual.—Allows an individual to open fire when a target appears. Normally used at close ranges.

EXAMPLE.—"No. 1 Section—250—slightly left—group of buildings—watch that area and fire when you see a target."

NOTES :—

- (i) Each firer will make the necessary allowance for wind in all fire orders.
- (ii) No. 1 Section means that the L.M.G. only will fire. When the riflemen only or both L.M.G. and riflemen are required, the order "Riflemen only" or "Gun and Riflemen" will be given after the Section has been named.

- (iii) Rates of fire.—Slow fire means 5 rounds or 5 bursts a minute. Rapid fire is a man's best rate combined with accuracy.
- (iv) If "Rapid fire" is ordered, the fire will be controlled by the order "Stop" and "Go on."

Practice of Fire Orders.—

- Object** (i) To practise Section Commander in indicating targets and framing fire orders.
- (ii) To practise men in recognition.

Training starts with simple fire orders, progressing to the indication of difficult targets.

Lessons, whenever possible, will be carried out in open country. If this is not possible a landscape target can be used.

Method—

- (i) Each man should have an aiming rest.
- (ii) Instructor gives normal fire order.
- (iii) Men lay aims on point they would fire at.
- (iv) Check aims and discuss fire effect.

Direct Method.—Used when indicating easy targets.

- (i) Point out area and general direction.
- (ii) Indication of obvious targets.
- (iii) Indication by direction, e.g., slightly, quarter, half or three-quarters right or left, either from last target or general direction.
- Men turn in the direction named when recognising.

Aids.—Used when the target is more difficult to indicate.

Reference Points.—Must be prominent and unmistakable objects of different kinds and a reasonable distance apart. The reference point will be named before describing the target.

Vertical Clock.—The reference point is taken as the centre of the clock hanging vertically. The direction is named first, e.g., "Right 4 o'clock."

Finger Method.—The instructor measures with left arm at full extent, the number of fingers' breadth, right or left, from reference point and indicates target.

Men measure in a similar manner.

Degrees.—Measured with left arm at full extent.

From little finger to tip of thumb, with hand extended—19°.

From first finger to little finger, with hand extended—12°.

Hand clenched—8°.

RANGE PRACTICES.

Owing to the difficulty of suitable ranges, targets, etc., it is anticipated that firing will often be confined to 25 yards range.

Binoculars are most useful for range practices and should be used if possible.

Assuming that ammunition will be available at the rate of 10 rounds per man the following practices should be fired.

1. Grouping Practice. 5 rounds. Sights at 200 yards. Fired with rifle rested if possible. Sandbags (or improvised rests, legs, etc.) will be needed for this.

Object.—To test the man's ability to hold, aim and press the trigger correctly and to get a close group by taking the same aim for each shot.

If the rifle is correctly zeroed the group should form about $\frac{1}{2}$ in. above the point aimed at.

Standard 5 shots in

1 in. group, i.e., covered by a halfpenny. Marksman.

2 in. group—1st class shot.

3 in. group—2nd class shot.

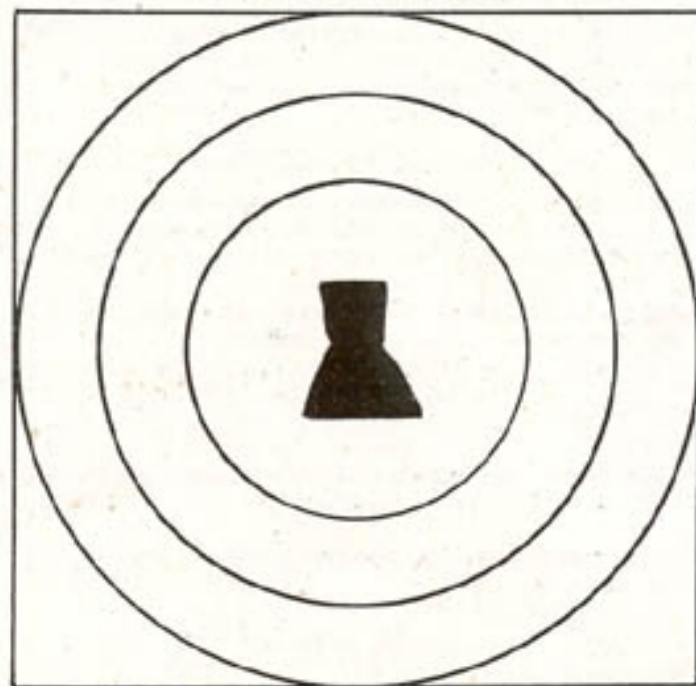
The position of the group is **not** taken into account for scoring purposes.

(NOTE.—Should a good group be obtained which forms, say, 2 ins. away from the correct place, it is possible that the rifle is not correctly zeroed.)

2. Application. 5 rounds. Sights at 200 yards.

Object.—To apply the knowledge previously gained from the grouping practice so as to get a group of shots into the highest scoring surface of the target.

SPECIMEN RECORD SHEET



PRACTICE	H.P.s	RANGE	SCORE		TOTAL	DATE
GROUPING			SIZE	M.P.I		
APPLICATION						
SNAP SHOOTING						
GRAND TOTAL						

NAME AND UNIT

RIFLE No. TYPE

RANGE SAFETY PRECAUTIONS.

An Officer should be placed in charge of any men who are using a range for live firing practice.

Accidents are avoided by strict range discipline and it will be his duty to ensure that the following regulations are carried out.

1. Dummy cartridges must not be brought to a live firing range.
2. Only those men who are about to fire will be on the firing point. The remainder will be at least 20 yards in rear.
3. Rifles will be inspected immediately before and after firing. For this purpose muzzles to be pointed towards the stop butts.
4. A red flag to be placed at the firing point. When lowered, it indicates that firing may be or has commenced. When raised, no firing to take place.
5. Rifles must not be loaded until the man is in the lying position with muzzle pointing towards the target. Words of command for this "Adopt the lying position"—"Load." Ammunition must not be issued until the men are on the firing point.
6. When firing has finished give order "Unload." Men unload and stand up. Inspect rifles.
7. Before moving to the targets the rifles to be laid on the firing point with the breech open.
8. The red flag to be then raised and men will not move forward until they receive the order.
9. On the completion of firing inspect all rifles and check up all ammunition.
10. Clean rifles.

BAYONET TRAINING INSTRUCTION.

Object.—To develop the offensive spirit and to teach the best methods of offence and defence. Useful for close quarter fighting; night fighting; clearing villages and woods and when it is necessary to kill without noise.

Provided the principles of training are carried out, standardised positions and actions are not desirable and each man should be encouraged to develop his own style.

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On Guard.—Demonstrate and explain :—

Throw the rifle forward, bayonet leading, and grip it tightly with the left hand at the band and right hand at the small of the butt. At the same time advance the foot a walking pace forward. Left knee and left arm slightly bent, right leg straight and body leaning forward. Butt resting on the right forearm and close to the body. Rifle upright and bayonet pointing in the direction of the opponent's throat.

Rest Position.—Place the butt of the rifle between the feet.

Class practise in two ranks facing inwards.

High Port.—Demonstrate and explain :—

From the position of attention bring the rifle in front of body, magazine to the front and muzzle pointing over left shoulder. Hands in the same position as "On Guard" with right hand in line with waist belt.

Class practise "High Port" and "On Guard."

NOTES.—

1. When changing from "High Port" to "On Guard" and vice versa the class will always advance and not move backward.
- 2 To change over, ranks pass through each other at the "High Port," turn about and come "On Guard."

Point at Standing Dummy.—From the "On Guard" position, with the point of the bayonet about a foot from the dummy. Demonstrate and explain :—Use the left hand to guide the bayonet. With a vigorous movement and using the full weight of the body, thrust the rifle forward until the bayonet penetrates. During this movement the grip on the rifle must not be released, and the butt should not be raised. Withdraw the rifle until the bayonet is clear of the dummy and immediately return to the "On Guard" position with the bayonet pointing at the throat. On the command "Pass Through" move to the left and forward until clear of the dummy, turn about and rest.

Class practise.

Advancing Point.—From the "On Guard" position with the point of the bayonet about three feet from the dummy. Demonstrate and

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explain :—Make a point as before and at the same time advance the rear foot. To assist in withdrawing it may be necessary to slip the left hand up the rifle. Then advance the rear foot and return "On Guard" on the left foot of the dummy and pass through.

Class practise.

Advancing Point at Ground Dummy.—From the "On Guard" position with the point of the bayonet about three feet from the ground dummy. Demonstrate and explain :—The point is made as at the standing dummy. To withdraw, slip the left hand up and place the left foot on the dummy. Return "On Guard."

(NOTE.—If another point is to be made at the standing dummy, the rifle is not brought to the "On Guard" position in between the two points. The second point is made from the "Withdraw" position).

Class practise two points.

Jab.—From the "Withdraw" position at the standing dummy. Demonstrate and explain :—Place the right hand just below the left hand, lower the butt and advance the rear foot. The body should now be in a crouching position with the feet together, the butt just clear of the ground and the point of the bayonet below the throat of the dummy. With an upward movement of the body, make a jab at the throat, withdraw, come "On Guard" on the left of the dummy, and pass through.

Class practise the jab.

Class practise two points and jab.

As proficiency increases these points should be made at the walk and then at the double.

Training Stick.

- (i) The training stick may be introduced at any time after the man has been taught a point and should be used at the end of each period as a quickening exercise.
- (ii) The class can practise in pairs, one with rifle and one using training stick or the instructor may form the class in a circle and himself use the training stick.

- (iii) Accuracy and correct actions with the rifle and training stick must not be sacrificed for speed.
- (iv) The training stick is held as in the "On Guard" position with the 'blob' forward and the 'ring' to the rear.
- (v) The ring to be kept upright, and when brought to the side, indicates that a point is to be made at it.
- (vi) All points will be made advancing and after making a point the man will cross over at the "High Port," turn about, and come "On Guard."
- (vii) When using the training stick do not move the hands. To place the ring on the left, bring the left foot to the rear, turn the body to the left and bring the 'blob' to the rear.
- (viii) To practise a 'jab,' bring the 'blob' over the left shoulder. This will bring the ring forward and it should be placed in front of the man's body and about the height of his shoulder.

PARRIES.

Object:—To teach how to ward off an opponent's bayonet and to create an opening for offensive action. Explain that the 'blob' on the training stick represents an opponent's bayonet.

Instructor with training stick and one man with rifle demonstrate :—

1. RIGHT PARRY AND KILL.

Actions of Instructor.

- (i) Training stick held in the "On Guard" position with the 'blob' about one foot away from the man's bayonet.
- (ii) Make a vigorous STATIONARY point at the man's right shoulder, at the same time releasing the training stick with the left hand, and allowing the right arm to go as far forward as possible.
- (iii) When the training stick is parried, allow the 'blob' to fall to the ground.

Actions of Man.

- (i) When the point is made with the training stick, parry it off to the right by quickly straightening the left arm.

- (ii) Immediately bring the point of the bayonet back to the instructor's body, make a STATIONARY point, withdraw and return "On Guard."

Class practise in pairs.

2. LEFT PARRY, BUTT STROKE AND KILL.

A little wider movement is necessary to make this parry. This brings the point of the bayonet off the opponent's body and would allow him to get inside the guard. It is, therefore, not possible to follow up this parry with a point.

Instructor with training stick and one man with rifle demonstrate :—

Actions of Instructor.

- (i) From the "On Guard" position make a point at the man's left shoulder, using the training stick as in the right parry.
- (ii) When it has been parried, STEP BACK, and place the ring on the right side and near to the ground ready for a point.
- (iii) After the point has been made bring the training stick to the "On Guard" position and face the man.

Actions of Man.

- (i) Parry the training stick off to the left.
- (ii) Make a butt stroke by stepping in with the rear foot, swinging the rifle round and bringing the bayonet over the left shoulder. During this movement the opponent would have been hit in the face by the toe of the butt.
- (iii) Make a point at the ring, withdraw, return "On Guard" and pass through.

Class practise in pairs.

DISARMS.

- 1. Man with rifle makes a STATIONARY point at Instructor's right shoulder.

Demonstrate and explain :—

- (i) Ward off the bayonet to the right with the left hand and step inside opponent's guard.

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- (ii) Place both hands underneath the rifle and with the thumbs underneath and fingers on top, grip tightly the man's left hand.
- (iii) Turn the body to the right and place the left foot behind the man's forward foot.
- (iv) Still gripping the man's hand tightly, twist the rifle sharply to the right and at the same time trip him with the left foot.
- (v) Take the rifle from him and kill.

Class practise in pairs.

2. Man with rifle makes a STATIONARY point at the instructor's left shoulder.

Demonstrate and explain :—

- (i) Ward off the bayonet to the left with the right hand and step inside opponent's guard.
- (ii) Place the left hand underneath the rifle and with the thumb to the left and the fingers on top, grip tightly the man's left hand.
- (iii) (a) Give the left elbow a hard blow with the right fist.
(b) Grip the elbow and turn it sharply over.
(c) Place the hand on the rifle under the man's arm. Bring the right arm up sharply to the man's elbow.
- (iv) Take the rifle from him and kill.

Class practise in pairs.

NOTES :—

- (i) When practising 2 (iii) (a), (b), (c), care must be taken that the movements are not too vigorous or injuries will occur.
- (ii) On active service the success of a disarm depends on quickness and surprise.
- (iii) It should be explained that the feet, knees and fists would be used, i.e., in 1 (iii) above, instead of placing the left foot behind the opponent's foot, a vigorous backward kick would be much more effective.

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TEAM EXERCISES AND ASSAULT PRACTICES.

Exercises should be introduced during training which will :—

- (i) Inculcate the team spirit, combined with dash and determination.
- (ii) Bring in the use of the bullet and bayonet.
- (iii) Practise the Section Commanders in controlling their Sections throughout the assault.

EXAMPLES :—

No. 1.

Two Sections in extended order about 100 yards apart and facing inwards.

Each Section Commander orders "load"—"200"—"5 rounds"—"Fire"—"Stop"—"Prepare to Advance"—"Advance."

Sections advance at a steady double at the "High Port" until about 20 yards apart when they will come "On Guard," pass through, halt in the direction they are facing and be given another fire order.

No. 2.

A trench or screen to represent the starting point.

A few lines of ground and standing dummies, placed out on rough ground and the final line of dummies at the base of a ramp, if possible.

Blank ammunition if available.

The exercise to be tactically sound and a realistic picture painted.

A fire order given at the start and finish.

RESPIRATOR DRILL.

SLUNG POSITION.

The respirator when slung should be the last item of equipment to be put on.

Respirator slung over right shoulder, haversack on left side, press studs fastened and next to body.

ALERT POSITION.

Normal position when the respirator is put on before equipment. From the slung position. Slip the left arm through sling, and bring haversack in front of body. Undo press studs, withdraw cord and pass through "D" on right side of haversack.

Either (i) Raise haversack and allow sling to fall down back. Pass cord through sling and fasten to "D" on left side of haversack. Fold over flap towards body but do not fasten.

Or (ii) Fasten hook on left side of haversack to loop on left side of sling. Pass cord round body and fasten to "D" on left side of haversack. Fold over flap towards body, but do not fasten.

TO ADJUST RESPIRATOR.

Push back steel helmet so that the chin strap is round the neck. With right hand withdraw face piece and hold it in front of face with the thumbs inside the elastic bands. Dig chin into face piece and bring head harness over the head. Run fingers round to ensure that it is fitting correctly. Replace steel helmet. Breathe out hard once or twice to clear respirator of any gas.

TO REMOVE FACE PIECE.

Take a deep breath. Insert fingers of right hand between face piece and cheek and sniff gently.

If Gas Present.—Remove fingers and breathe out hard.

If Gas Not Present.—Push back steel helmet. Remove face piece with an upward movement. Replace steel helmet. Fold in forehead portion of respirator so that it separates eyepieces, return to haversack and fold flap over.

STEN MACHINE CARBINE. (See page 30.).

GENERAL DESCRIPTION.—This weapon can fire all types of 9 mm. round nose ammunition. It is fed by a box type magazine which holds 32 rounds. The gun can be fired from the shoulder or hip and the fixed backsight enables accurate shooting up to a range of 100 yds. Although provision is made for automatic and single-shot firing the change lever should be set at A. The pressing and releasing of the trigger should be regulated when single shot firing is necessary. Safety is ensured by cocking the breech block and engaging the cocking handle in the short slot in the top of the casing.

To Load.—Pull back the cocking handle and engage it in the "safety" slot. Insert a loaded magazine into the opening on the left side of the carbine and ensure that the magazine catch engages correctly.

To Prepare for Firing.—Ensure that the finger is off the trigger. Pull the cocking handle from the "safety" slot and allow the breech block to go forward until held by the sear. The weapon is now ready to fire.

Holding.—Do not hold the magazine. The correct grip with the left hand is the barrel nut. No appreciable heat is felt in the barrel nut until after 8 magazines have been fired continuously in short bursts. Keep the fingers clear of the ejection opening.

Firing.—Firing will continue as long as pressure is maintained on the trigger or until the magazine is emptied.

To Unload.—Release the magazine catch, remove the magazine and press the trigger.

Care and Cleaning.—Normal cleaning should be carried out. The barrel can be cleaned with a rifle pull-through but must be removed first, as the pull-through weight is too long to go through the ejection opening. The weapon is designed to operate without the use of oil and must be dry for firing. For storing the barrel and breech block should be oiled.

Stoppages.—If the gun stops apply the following action.

- (i) Cock the gun and put at safety.
- (ii) Remove the magazine and any live round or empty case which may lie in the casing.
- (iii) Press the trigger and cock the gun.
- (iv) Change the magazine and continue firing.

If the stoppage persists unload the gun, examine the breech block face for dirt and the mechanism for damaged or broken parts.

Mechanism.—On pressing the trigger the return spring forces the breech block forward. A cartridge is placed in the chamber and fired. Part of the explosive force drives the breech block to the rear. This action ejects the empty case and compresses the return spring. This action will continue as long as there are rounds in the magazine and the trigger is pressed. When the trigger is released the breech block is held to the rear. The weapon is loaded and ready to fire.

·300 BROWNING AUTOMATIC RIFLE. (See page 31)

GENERAL DESCRIPTION.—The rifle is an automatic weapon operated by gas and spring. There are three sizes of gas port denoted by three circles on the head of the regulator. The setting should be that which gives the most reliable functioning, normally the smallest. The circle required should be uppermost towards the barrel. The rifle is capable of a high rate of accurate fire when used as a single shot weapon. Owing to the difficulty of holding the rifle when firing bursts these should be used only in an emergency. A change lever is placed on the rifle which can be set at A for automatic, S for safety or F for single shot firing.

The magazine holds 20 rounds.

Magazine Filling:—Hold the magazine in the left hand with the rib away from the body. Place the cartridge in singly on the magazine platform with the right hand and press downwards and backwards with the thumb of the left hand.

To Empty.—Press each round forward with the point of a bullet.

Loading.—This can be carried out in any convenient position. When standing, hold the small of the butt with the right hand and rest the butt in the groin. Place the magazine in with the left hand and force upwards until it engages. Pull back the cocking handle and push it forward. Place the change lever at S if not firing.

Unloading.—Press the stud in the front part of the trigger guard and remove the magazine. Put the change lever to F or A and press the trigger.

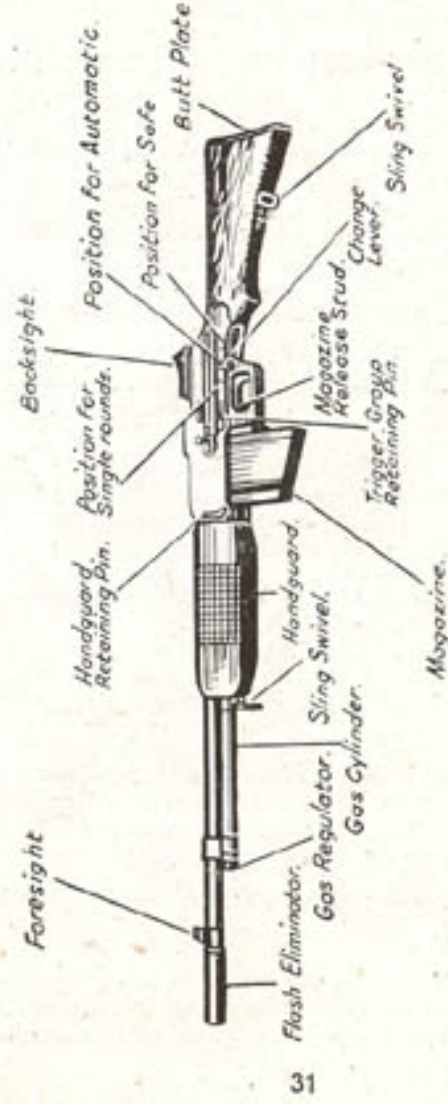
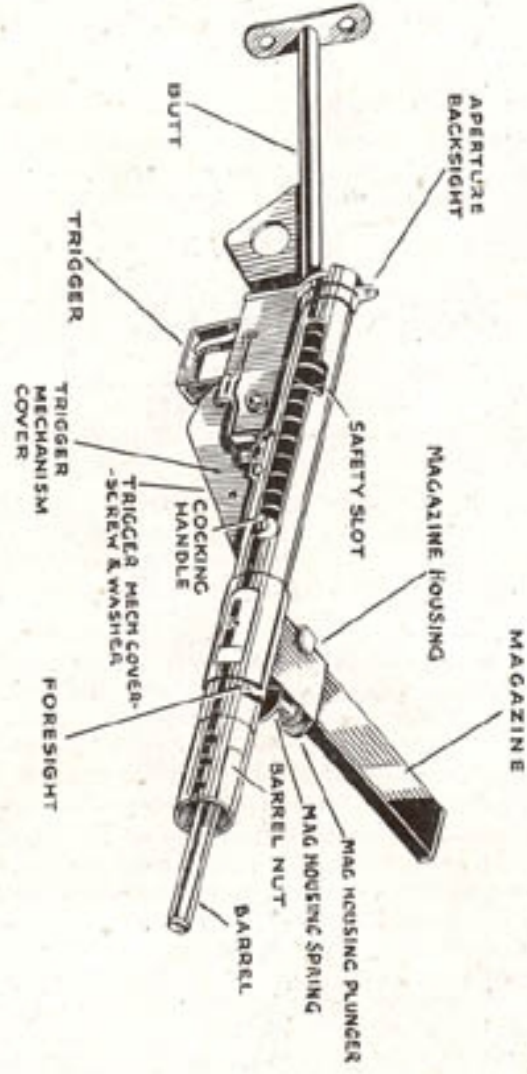
Sighting.—The aperture battle sight is accurate for distances up to 400 yds. The adjustment of the leaf sight and the method of aiming is the same as with the P17 rifle.

Firing.—Set the change lever according to the type fire required. There is only one pressure on the trigger and when firing single shots the trigger must be completely released after each shot. Single shots can be fired as rapidly as the trigger can be pressed and released.

Stoppages.—If the rifle stops apply the following action. Cock the rifle. Remove the magazine. Press the trigger. Change the magazine if empty. Load and fire. If the rifle will not fire; unload and examine for obstruction in the body or chamber. Should faulty extraction or ejection occur the gas regulator must be adjusted to the next largest hole. The rifle should be cleaned at the first opportunity, paying special attention to the gas affected parts.

Mechanism.—On pressing the trigger the return spring forces the piston and bolt forward. This action takes a cartridge from the magazine into the chamber, locks the breech and fires the cartridge. Some of the gases following the bullet pass through the gas vent into the gas cylinder and force the piston and bolt to the rear. This action unlocks the breach, extracts and ejects the empty case and compresses the return spring. The backward and forward action will continue as long as there are rounds in the magazine and the trigger is pressed. When the trigger is released or when the change lever is set to F the moving parts are held to the rear. The rifle is loaded and ready to fire.

STEN MACHINE CARBINE.



.300 BROWNING AUTOMATIC RIFLE.

TESTS OF ELEMENTARY TRAINING

Object :—

- (i) To set a standard which men can reach by practising in their own time.
- (ii) To enable leaders to determine when men have reached a sufficient standard to be classified as trained.
- (iii) By periodical testing to ensure that trained men have retained their efficiency.
- (iv) To give leaders a guide as to what points of training require further practice.

NOTES :—

- (i) For tests 2 and 6 dummy cartridges should be used. For the remaining tests care must be taken that the rifle is **NOT LOADED** and that dummy cartridges are **NOT** used.
- (ii) The conditions of the test must be adhered to strictly.

No. 1. General Knowledge.

Questions framed to bring out :—

Location of Bn., Coy., and Pl. Headquarters. Position of vital points such as Post Office, Police Station, Elec. Works, etc., near man's post. Nearest route from the post to various Hdqrs. Alternate routes to various points if main routes become impassable. Procedure for challenging, searching and detaining persons acting suspiciously.

What kit to bring and place of assembly in case of alarm.

No. 2. Firing Positions.

Men tested in loading and firing the rifle in all firing positions. Those who commit serious faults will fail. The points to note which are given on pages 8-11 and 33-38 will serve as a guide to the examiner



POINTS TO NOTE.
LYING, LOADING POSITION.

Legs apart
Heels flat
Firm grip with both hands
Forefinger clear of trigger
Watching front

REASONS.
Steadiness.
No undue exposure.
Control.
Safety.
Keep target in view.



USE OF COVER. SMALL FOLD IN GROUND.
No undue exposure. Watching front.



LYING. AIMING POSITION.

POINTS TO NOTE.	REASONS.
Left wrist and forearm under rifle	Support.
Rifle held firmly into shoulder	Control and steadiness.
First pressure taken.	
Body is oblique	To get the left arm well forward



LYING. FRONT VIEW.
Note position of elbows, hand and left wrist and forearm.



LYING. AIMING POSITION.

POINTS TO NOTE.	REASONS.
Eye well back from cocking piece	To allow quick re-loading.
Firm grip with both hands	Control.
Left hand well forward	Support.
First joint of forefinger round trigger	To press trigger.
Cheek resting on butt	Steadiness in aiming.



KNEELING. LOADING POSITION.

POINTS TO NOTE.

Right knee turned outwards	Steadiness
Sitting on right heel	
Body evenly balanced	
Left forearm resting on left knee	Support.
Muzzle pointing upwards	Safety.
Body oblique	To get left hand forward



SITTING. LOADING POSITION.

Legs apart. Feet firmly fixed into ground. Both arms rested.



USE OF COVER. TRENCH. POSITION OF READINESS.

Feet apart. Safety catch forward.
Rifle turned on side to allow free movement forward.
Left elbow rested. No undue exposure whilst watching front.



GRENADE TRAINING.

POINTS TO NOTE.

Rifle reversed and at an angle of 45°.
Except for trigger finger, hand clear
of metal.
Rifle aligned on target.
Head well back.

POINTS TO NOTE.

Rifle loaded with ballistite first.
Gas check screwed tight.
Lever inside discharger.



POINTS
TO NOTE.

Left knee bent
supporting left
forearm.
Right leg point-
ing towards
target.
Right elbow on
ground.



TRAINING STICK.

Method of placing ring for a point after butt stroke.



Withdrawal position from a point at a ground dummy (see pages 19-25).



Position after withdrawal from ground dummy and prior to making a point at the standing dummy.

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TESTS OF ELEMENTARY TRAINING, continued.

No. 3. Aiming.

Stores required :—Aiming rest. 200/25 representative and 200/25 silhouette targets. Distance between aiming rest and target 25 yds. Two aims laid at each target. Standard to pass :—Three out of four aims to be correct.

No. 4. Snapshooting.

Man in lying position. Instructor in lying position with aiming disc held to the eye and a barrel's length away from the muzzle of the man's rifle. On the command "Fire," to bring the rifle to the shoulder, align the sights on the aiming disc, press the trigger, instantly reload in the shoulder and come to the loading position. Time allowed from the command "Fire" until the trigger is pressed will be four seconds. Three out of four aims and trigger release to be correct.

No. 5. Rapid Firing.

Man in lying position. On the command "Rapid" to come into the aim. On the command "Fire" to fire five rounds at an aiming disc without removing the rifle from the shoulder. Time allowed : 40 seconds. Four out of five to be correct.

No. 6. Gas.

Man in lying position with service respirator at the alert position and steel helmet on. On the command "Gas" to adjust respirator, replace steel helmet, and load the rifle with five rounds. Time allowed : 50 seconds.

No. 2. Observing and Reporting.

A simple scheme prepared. Half the platoon in an observation post, and the other half sent out to act as enemy. The 'enemy' to be rehearsed in the movements necessary to bring out the points to be reported on. A system of signalling from observation post to 'enemy'

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required to start and finish the exercise. The general direction and area of ground on which the movement will take place should be indicated to the men in the observation post.

Written reports should include :—

Time. Position of enemy. Approximate strength and armament. Direction of movement, e.g., in one body along main road towards or in small parties in different directions. Unit and name of sender.

Date. Where sent from and whom to.

EXAMPLE :—

To Hdqrs. — Home Guard.

From No. 4 Section at WEST RIDGE Farm.

No. 3 (each message given a number).

14 (day of month only need be filled in).

Enemy troops observed one mile EAST of ROOK FARM. Strength about 50, and lightly armed. Small parties moving in various directions. 17.30 (the 24 hours clock system).

F. Wright, Sgt.

SQUAD DRILL

Three Ranks.—Squad drill will be carried out in three ranks unless numbers are insufficient when two ranks will be formed.

Distance.—Distance between ranks will be 30 inches.

Open Order and Close Order.—On the command "Open Order—March," the front rank will take two paces forward, and the rear rank two paces back.

On the command "Close Order—March" ranks will re-form.

Files.—The meaning of file in three ranks is the same as for two ranks, except that the blank file will be the second and not the third file from the left. If there are only two men in a file, the centre rank will be left blank.

PLATOON AND COMPANY DRILL.

METHOD OF FORMING UP A PLATOON OR COMPANY.

The detail given below is for a platoon. When dealing with a company for Platoon Commander, read: Company Commander ; Platoon Sergeant—Company Sergeant Major ; Section Commanders—Platoon Sergeants.

Platoon Sergeant orders "On Parade."

Men form up in three ranks on one side of parade ground and stand at ease.

"Right Markers."—Section Commanders slope arms and form up in single file in front of Platoon Sergeant.

"Markers—about turn—section distance—quick march."—Front marker remains still ; remainder turnabout ; move off to 12 paces interval ; turn about and are dressed by Platoon Sergeant.

"Markers—Steady."—Section Commanders order arms and stand at ease. The platoon will come to attention ; slope arms ; move off in quick time and form up in three ranks. The front rank $1\frac{1}{2}$ paces in rear of, and on the left of the Section Commanders, with one pace between ranks ; order arms and stand at ease.

"Platoon—attention—right dress."—On the command "right dress," Section Commanders will slope arms ; turn right ; take six paces forward, turn about and dress Sections.

Sections will take one pace forward, look to right and pick up dressing.

When Sections have completed their dressing, the front Section Commander will give the Command "No. 1 Section—eyes front." This will be followed, in succession, by the remaining Section Commanders. When the last Section Commander gives this command, all Section Commanders will take six paces forward ; turn right ; place themselves in line with their Sections and order arms.

"Platoon—stand at ease—Section Commanders—call the roll."—Section Commanders will come to attention ; slope arms ; take one pace forward ; turn left and call the roll.

They will then inspect their Sections as follows. "Open Order—March."

Front rank takes two paces forward and rear rank two paces to rear.

INSPECT UNIFORMS, EQUIPMENT, ETC.

"For Inspection—Port Arms." If it is necessary to examine barrels of rifles give order "Remain at the Port."

Inspect rifles. Examine arms. Inspect barrels. Each man will ease springs ; order arms and stand at ease independently after his rifle has been inspected or examined.

"Section—attention—close order—march."

Ranks resume their original position.

"Section—stand at ease."

Section Commanders now fall in on the right of their Sections.

Platoon Sergeant now gives the command :—

"Platoon—attention—answer for your Sections."

"No. 1 Section."

Section Commander reports, present or otherwise.

"No. 2 Section," and so on.

Platoon Sergeant reports to Platoon Commander.

A PLATOON IN CLOSE COLUMN WHEN HALTED ADVANCING IN COLUMN OF ROUTE.

Platoon Commander orders—"Advance (or retire) in column of route from the right (or left)—right (or left) turn."

The Commander of the leading (or rear) Section will give the command :—"No. 1 Section—left (or right) wheel—quick march."

Each Section Commander will act similarly in time to gain his place in column of route.

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(NOTE.—To keep step, the command "March" is given as the right feet of the men of the preceding Section are on the ground).

A PLATOON IN COLUMN OF ROUTE FORMING CLOSE COLUMN OF SECTIONS FACING THE SAME DIRECTION AT THE HALT.

Platoon Commander orders "At the halt—on the left—form close column of Sections."

The leading Section Commander will give the command "At the halt on the left—form Sections."

The Section Commander will halt, the men will make a half left turn and form up in three ranks on the left of the Section Commander.

The remaining Section Commanders will act similarly in time to gain their place in close column of Sections.

A PLATOON IN CLOSE COLUMN OF SECTIONS MOVING TO A FLANK IN COLUMN OF ROUTE.

Platoon Commander orders "Move to the right in column of route—right turn."

The leading Section Commander will order "No. 1 Section—quick march."

The remaining Section Commanders will act similarly in time to gain their place in column of route.

A PLATOON IN COLUMN OF ROUTE FORMING CLOSE COLUMN OF SECTIONS FACING A FLANK.

Platoon Commander orders "At the halt—facing left—form close column of Sections."

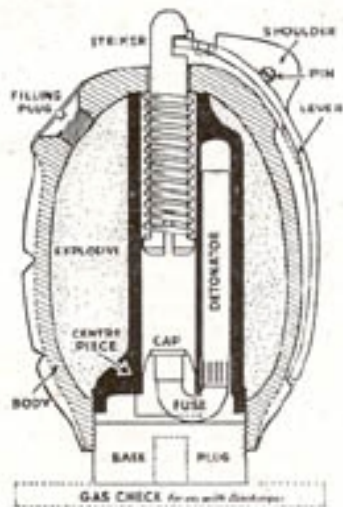
No. 1 Section Commander will order "No. 1 Section—halt—left turn."

The remaining Section Commanders will lead their Sections to the rear to gain the correct interval and then order "No.—Section—halt—left turn."

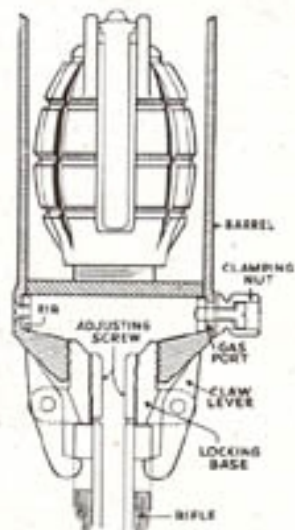
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GRENADES.

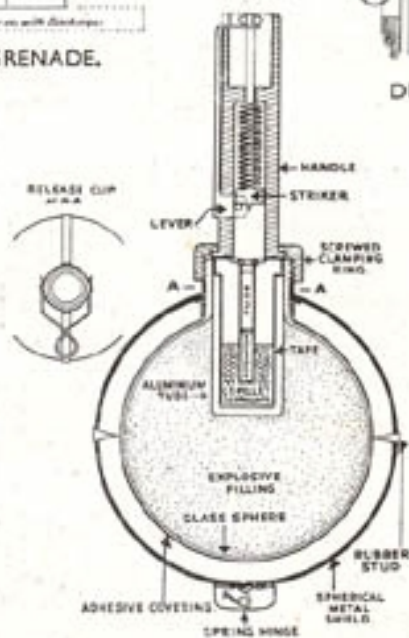
No.	CHARACTERISTICS	DESCRIPTION
36	Anti-personnel. High trajectory and steep angle of descent provides considerable searching power. Enemy behind bullet proof cover can be driven into the open. The probable danger area may be taken to be 100 yds. in all directions from the point of burst. The grenade can be thrown by hand a distance of about 30 yds. It can be fired from the rifle by means of a discharger and has a range of 80—200 yds.	The live grenade is varnished on the outside and is black in colour. Two types of igniter sets are issued. The 7 secs length of fuze is buff coloured and used with the discharger. The 4 secs length is white and has a rubber band round the fuze. To prime the grenade: —Remove the base plug, hold igniter set by the fuze and insert detonator and cap chamber into their respective sleeves. Replace the base plug. A gas check is screwed into the base plug when the grenade is fired from the discharger.
	For diagrams see pp. 48	
74 or S.T.	Against light tanks, A.F.V.'s and personnel. Ideal for night raid on tanks parked. Thrower should take cover or obtain protection from explosion by part of tank. Can be used as a portable demolition set.	Filled with nitro-glycerine. 5 secs. delay action between release of lever and explosion. To prime: —Unscrew moulded ring, place detonator set into centre sleeve, replace handle and screw ring down tightly. When throwing, the casing release pin must be removed before the safety pin, and the grenade must hit the object with considerable force to ensure that the area of contact is as large as possible. No further stripping is permitted.
	For diagrams see pp. 48	



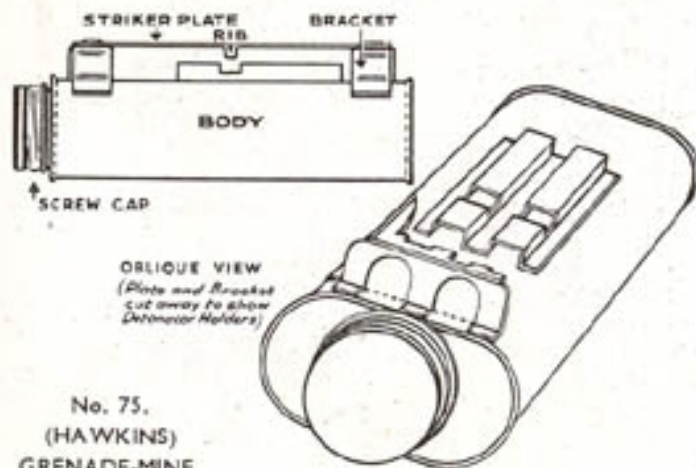
No. 36 M. GRENADE.



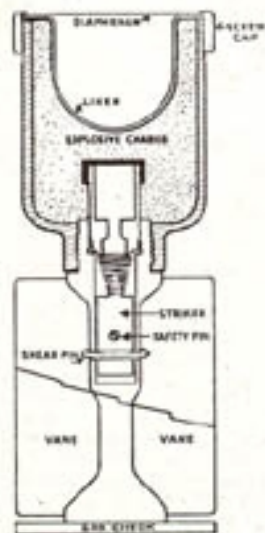
DISCHARGER.



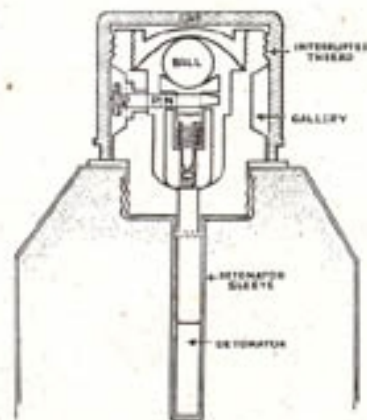
"S.T."
GRENADE.



No. 75.
(HAWKINS)
GRENADE-MINE.



No. 68 GRENADE.



No. 69 GRENADE.

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GRENADDES, continued

No.	CHARACTERISTICS	DESCRIPTION
68	Anti-tank rifle grenade. Fired from the discharger and a special sight is fitted to the rifle. Effective range 50—75 yds. Essential for grenade to hit vehicle. Will penetrate armour of light, medium and in some cases heavy tanks. For diagrams see pp. 49	Filled with lyddite. Grenade is issued completely armed and ready for use. On no account must it be stripped. Action on firing. The safety pin is withdrawn before placing the grenade in the discharger. The force of explosion of the ballistite cartridge breaks the shear wire and causes the gas check to fall off so that the vanes are free to give true flight. Only the creep spring is holding the striker away from the detonator. On impact the striker overcomes the creep spring and fires the detonator which in turn explodes the grenade.
69	Light hand percussion grenade for offensive action. Material effect small and local. Moral effect considerable. The area of burst is restricted and it may be thrown from a standing position in the open. Valuable for patrols in a clash with the enemy. For diagrams see pp. 49	Bakelite percussion grenade which explodes on impact. To prime:—Remove the base plug, insert detonator OPEN END first and replace base plug. To throw:—Remove the safety cap and keep safety tape in position by fingers and thumb of throwing hand. No further stripping is permitted.
75	Anti-tank grenade mine. Primary object is to stop A.F.V.'s by breaking their tracks and damaging suspension. Can be thrown from behind cover into path of vehicle or used as a mine and buried just below the surface of the ground. For diagrams see pp. 49	Weight 2½ lbs. Shaped like a talcum flask. Requires a pressure of 200 lbs. to set it off. May be recovered and used again if not exploded. To prime:—Place detonators into recess under striker plate and close down clips. When the vehicle comes into contact with the mine the striker plate is depressed, causing the rib to strike the detonators and explode it.

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GRENADDES, continued

No.	CHARACTERISTICS	DESCRIPTION
	THE DISCHARGER. Firing No. 36 grenade. The rifle is reversed and held at an angle of 45°. The gas port on the discharger adjusted according to range. Firing No. 68 grenade. The rifle, not inverted, should be approximately at an angle of 10° and fitted with the special sight. The gas port on the discharger fully closed. A sandbag must be placed at the base of the rifle butt to absorb shock of recoil. GENERAL. When firing grenades from the discharger a special ballistite cartridge only will be used and the hands should be kept clear of all metal parts of the rifle.	To fit the discharger to the rifle. Adjust the attachment to the rifle and fasten by locking pin. Unscrew the locking base of the discharger until the levers will slide over the attachment. Place the discharger on and screw the barrel tightly down ensuring that the levers fit into the recesses on the attachment. Insert the point of the bayonet into the mouth of the discharger barrel and turn adjusting screw until it is tight.

FIELD TRAINING

USE OF COVER. (See pages 34 & 38).

Good cover should afford :—

- (i) Free use of the rifle.
- (ii) Allow a good field of fire.
- (iii) Be inconspicuous.
- (iv) Bullet proof, if possible.
- (v) Easy to advance from.

When firing over cover, the rifle should be held at the point of balance with the left hand, and the left wrist and hand rested on the cover if possible.

On no account must the muzzle of the rifle be rested as this will affect the accuracy.

Whenever possible fire round rather than over cover as this affords more protection and also presents a smaller target to the enemy.

TYPES OF COVER.

- (i) **Undulating Ground.**—Least obvious, but considerable experience necessary before possibilities fully appreciated. May give protection from fire and affords no ranging mark for the enemy.
- (ii) **Hedges and Bushes.**—Cover from view not fire. If isolated will afford good ranging marks for enemy.
- (iii) **Sunken Roads, Cuttings and Ditches.**—Cover from view and fire. If straight, the possibility of being caught in enfilade fire must be guarded against.
- (iv) **Standing Crops.**—Useful for observation points but restrict field of fire. Movement through them can be generally noticed.

The use of cover should be demonstrated by placing men in position beforehand and then getting the squad to search the ground. Light, shade and background whilst not affording cover from fire give excellent cover from view if their possibilities are correctly demonstrated and appreciated.

When preparing a demonstration of this kind, care should be taken that the rehearsal takes place as near to the time of the actual demon-

stration as possible otherwise the light may change which would prevent the full value being obtained.

FIELD SIGNALS.

Control of troops can often be exercised better and more quickly by signals than by verbal orders.

A short blast of the whistle will be blown before the signal is made.

- (i) **Advance.**—The arm swung from rear to front below the shoulder.
- (ii) **Follow me.**—The arm swung from rear to front above the shoulder.
- (iii) **Halt.**—The arm raised to the full extent above the shoulder.
- (iv) **Retire.**—The arm circled above the head.
- (v) **Close.**—The hand placed on top of the head and dropped to the side. This means close on the centre. If it is required to close on a flank, the leader will point to the flank before dropping the hand.
- (vi) **Lie Down.**—Two or three slight movements with the open hand towards the ground.

SIGNALS WITH THE RIFLE.

- (i) **Enemy in sight in small numbers.**—Rifle held above the head and parallel to the ground ; muzzle pointing to the front.
- (ii) **Enemy in sight in large numbers.**—As for (i) but raised and lowered frequently.
- (iii) **No enemy in sight.** Rifle held up to the full extent of the arm ; muzzle uppermost.

SECTION FORMATIONS.

Section formations depend chiefly on ground and type of enemy fire likely to be encountered.

The main considerations of any formation are :—

- (i) Control.
- (ii) Ground.
- (iii) Fire production.
- (iv) Vulnerability.—Likely losses from enemy fire.

Brief instructions only are required for Sections to adopt formations, e.g., "Behind me in file ;" "On my right and left extend."

The Home Guard Pocket Manual

The following table summarises each formation :—

FORMATION.	CONTROL.	GROUND.	FIRE PRODUCTION	ENEMY'S FIRE.
File.	Excellent.	Useful for moving through valleys ; wide ditches.	Not good.	Vulnerable from small arms and artillery fire.
Single File.	Good.	Hedgerows. Movement along side of roads.	ditto.	ditto.
Extended Order.	Difficult.	Crossing open ground under fire.	Excellent.	Good formation against frontal fire.
Arrow Head.	Difficult.	ditto	Fairly Good. Can quickly move to extended line.	Good against frontal and enfilade fire.

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SCOUTS.

Each formation is responsible for its own protection. Scouts are used for local protection, ground reconnaissance and for the collection of information.

The object of a scout is to see without being seen.

They should invariably be used when the position of the enemy is unknown and the ground cannot be seen. The use of scouts, however, makes control difficult, and reduces the fire power of the Section. They should not be employed so as to mask the fire of the Section.

Scouts work in pairs. One remains in observation whilst the other moves to the objective. When this has been reached he signals the other to come forward and the process is repeated.

The distance between each scout and the Section will depend on the country, but the distance will never be such as to prevent the Section Commander being able to see the second scout and the second scout being able to see the first scout. This method ensures that one scout can cover the advance of the other scout with fire and, in case of withdrawal or difficulties, the Section Commander can be informed and so assist the leading scout with the fire power of the Section.

FIELD CRAFT.

The term includes initiative, cunning and intelligence.

Exercises should be framed which will give practice to Section Commanders in the art of using ground.

An example is as follows :—

One Section representing the enemy is placed in defence and given the following instructions :—

- To watch a given area for any movement.
- On observing movement, to write down the place at which the movement occurred; the length of time any men were exposed; the formation they were in and the reason for the exposure; crossing a ridge; coming through a gap, etc.

A Section is placed about 600 yards away and given the following instructions.

- (i) The general direction of the enemy.
- (ii) The boundaries to the area over which he can move.
- (iii) The time allowed for personal reconnaissance.
- (iv) The starting time of the exercise and the time allowed.

The Section Commander should then study the ground under the following headings :—

- (i) Observation points.
- (ii) Fire positions.
- (iii) Cover from view and protection from fire.
- (iv) Obstacles to movement.

In deciding what route to follow he must consider :—

- (i) The point to make for, where he is sure of killing the enemy.
- (ii) The route to follow. Low ground gives good protection from fire and cover from view. High ground offers good points of observation and fire positions.
- (iii) The speed at which to move.—This will be governed by the urgency of the task consistent with the men reaching their objective in a fit condition.

The Section Commander should realise :—

- (i) That the Section should advance as long as possible without opening fire.
- (ii) In order to reach his objective he may have to make for intermediate points.
- (iii) He may have to change his original plan on coming to ground which was hidden from view when he made his reconnaissance.
- (iv) He must adopt his formations to suit the ground.
- (v) Are scouts necessary ?

A critic should be placed with each Section, and the result of the exercise discussed.

MESSAGES.

Junior leaders are responsible for sending reports and messages to higher Commanders.

It is often difficult for Section leaders to find time to send back reports, but it must be remembered that, without information, a Commander cannot appreciate how operations are proceeding.

Every change in the situation, however small, must be reported.

When faced with a fresh situation, the Section leader should first take the necessary action and send back a report as soon as possible.

WRITTEN MESSAGES.

A written message should be sent whenever practicable as there is always the possibility that a verbal message will be wrongly delivered.

Messages should be brief, clear and accurate and the writing legible so that it can easily be read.

Places.

Block capitals will be used for all place names.

Map references given whenever possible. The four cardinal points of the compass will be written in full, e.g. NORTH of TONBRIDGE. Intermediate points abbreviated, e.g., S.W. of TONBRIDGE.

Time.—The 24 hour clock system will be used.

Example of Written Message.

To 1 Pl. (addressed to unit and not anyone by name).

From 2 Sec. (similarly from).

No. 3 (each message given a number).

14 (day of month).

Enemy parachute troops observed landing 1 mile S.W. of LINGFIELD. Strength about 50. Lightly armed. Moving in small bodies in different directions.

06.00 (message loses much value if time omitted.)

F. Wright,
Cpl.

VERBAL MESSAGES.

When it is impossible to send a message in writing a man must be sent to deliver it verbally.

The Section leader should :—

- (i) Make the message short.
- (ii) Select an intelligent man to take the message.
- (iii) Dictate it slowly and clearly.
- (iv) Make the man repeat it until the Section leader is satisfied that it will be delivered accurately.
- (v) Tell the man where he is to take the message.

PATROLS.

There are three kinds :—

- (i) Reconnoitring.
- (ii) Fighting.
- (iii) Standing.

RECONNOITRING PATROL.

This may be sent out for the purpose of :—

(a) **Protection.**—The movements and actions of this patrol will depend on the force it is protecting.

- Tasks** (i) To give warning of enemy troops and prevent the main force being surprised.
- (ii) Watch flanks during movement.
 - (iii) Sent out from outposts to see if enemy has worked forward.

(b) **Obtaining Information.**—This patrol has no main force to protect, therefore, the leader decides its movements and actions.

Any information obtained is useless unless sent back in time to be acted upon.

ORDERS TO PATROL LEADER.

Information. (i) enemy ; (ii) own troops—forward posts, other patrols out.

Given definite task. Time to go out and return. Route out and back and how to be recognised on return. Other bodies of our own troops in vicinity given this information.

Preparations.—Patrol leader should study ground, make plans, note likely observation points, covered routes, suitable bounds, landmarks, obstacles and places at which he might be ambushed.

Give orders as to equipment to be carried. Any papers, letters, etc., which might give information to the enemy to be left behind.

Approach to Objective.—Approach from flank or rear if possible. Avoid isolated cover and prominent points which the enemy is likely to be watching. Select suitable observation points. If necessary use scouts. As each bound is reached, select next bound and line of advance to it.

Keep in mind that the task is to obtain information and return with it. Have one man in rear of patrol who can get back with information in case of ambush. Avoid enemy posts and patrols.

Strength. Usually a Section. Responsible for its own protection.

Withdrawal. By bounds. Part of the patrol sent back to a fire position, while the remainder are prepared to cover this movement by fire.

NIGHT PATROL.

Move by steady pace, not bounds. Absolute silence—no rattle from equipment. Frequent short halts to make certain of route and for control. Keep to side of roads and low ground. Avoid sky lines and ridges.

The most suitable formation to adopt is file with the leader and two men forward and one man in rear. Interval between men is dependant on degree of darkness.

FIGHTING PATROL.

Tasks.—

- (i) Delay enemy during a withdrawal.
- (ii) Act as covering parties in defence.
- (iii) Capture prisoners and secure indentifications.
- (iv) To harass the enemy or to cover a demolition party.

Strength.—Fighting patrols must be prepared to act offensively, and to deal with enemy patrols.

Commanded by an officer and consists of a platoon, possibly armed with L.M.G. and grenades.

STANDING PATROL.

Tasks.—

- (i) Occupy positions vital to the enemy as a preliminary to attack.
- (ii) Watch approaches which the enemy is expected to use.
- (iii) Keep under observation likely enemy assembling points.

A standing patrol differs from a defensive post. The former may be required to change position or withdraw, whilst the latter must hold its position to the last.

Orders to Patrol Leader.—Given definite task. To try and delay the enemy advance or to withdraw. Route out and back. How often to send back reports. How he is to be recognised on returning.

Approach to Objective.—As for reconnoitring patrol.

Selecting Position.—Avoid ground which will allow enemy to approach unseen. A covered line of withdrawal should be available.

The position should allow a good field of fire in order to prevent the enemy getting to close quarters. Patrol carefully concealed. Sentries posted and close enough to patrol to give the alarm. Orders given whether sentries will challenge or open fire on the enemy.

ROAD BLOCKS.

CONSTRUCTION AND SITING.

1. Arrange to block all the road. Carts filled with stones and overturned. Side of cart which becomes top when overturned should be wired previously. Trestles wired. Select suitable position, just round a corner from direction of expected enemy advance—surprise. Block

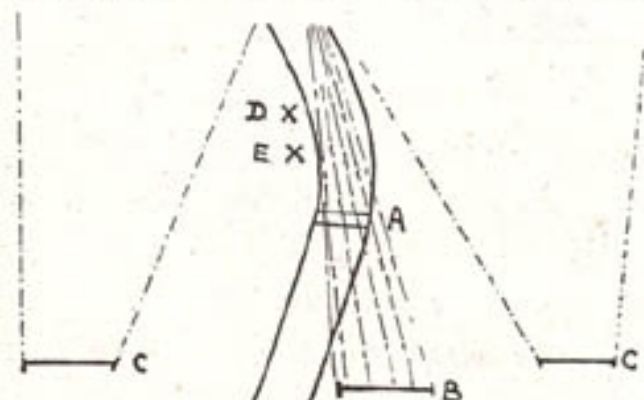
covered by fire from a flank. Arrange also defensive posts to protect against surprise from flanks. Make use of existing cover, e.g., banks, ditches, sunken roads.

If trenches are dug they must be camouflaged and have covered lines of approach to them, if possible. Avoid positions in open fields or places where tracks will be made by men moving to and from posts. Tracks easily detected by aircraft.

Ensure that all weapons are so sited as to be able to cover all ground allotted to them.

Men posted under cover **beyond** block—armed with grenades to throw at tyres or tracks of vehicles. Riflemen in similar positions to shoot enemy attempting to dismount and to assist in withdrawing grenade men if necessary.

DIAGRAM OF SUGGESTED LAY-OUT OF POST.



A. Road block.
D. Grenade men,
available

B. Post covering
block.
E. Riflemen.
..... field of fire.

C. Posts covering flanks.
The position of D. and E will depend on cover

2. Manning the Post.

Section Commander's orders.

INFORMATION.—(a) Enemy. (b) Own troops.

INTENTION.—To hold the road block until ordered to withdraw.

METHOD.—Placing out of riflemen and grenade men. When fire is to be opened. Action of grenade men in case they are to be withdrawn. Covering fire from posts.

ADMINISTRATIVE.—Arrangements regarding food, water, equipment, regimental aid post, etc. Sanitary arrangements.

INTERCOMMUNICATION.—Position of Company and Platoon Headquarters. Routes for runners. Liaison with neighbouring Section.

3. ROUTINE IN POST.

Duty roster arranged and sentries posted.

Remainder concealed until required for action.

Equipment, arms, etc., inspected daily.

No man to leave post without permission.

By night.—Sentries doubled—in touch with each other and able to warn the Section silently.

No lighting of matches or smoking. Section "stand to" an hour before dusk and dawn.

4. Duties of Sentries.—Report anything suspicious. Remain motionless and keep concealed. Keep alert and not to lie down at night. Challenge **ALL** persons at night.

5. Method of Challenging.

If anyone approaches, the post sentry will immediately warn the post—Section "stand to" ready to fire.

Cover with rifle—safety catch back.

Allow the person or party to approach close enough to ensure that the Sections fire, if required, will be effective.

Order "Halt—Hands up" just loud enough to be heard.

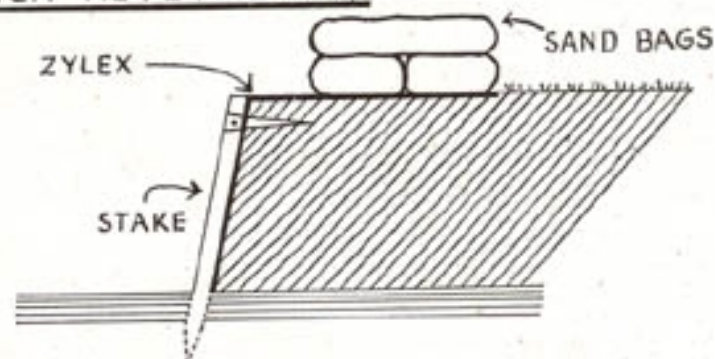
If this is obeyed order the person or Commander of the party to advance and give account of himself.

If the order "Halt" is not obeyed, challenge again.

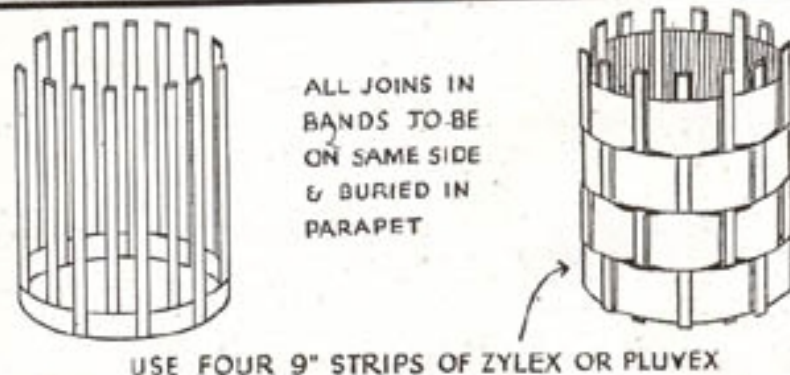
If he does not halt—FIRE.

Some Practical Field Hints

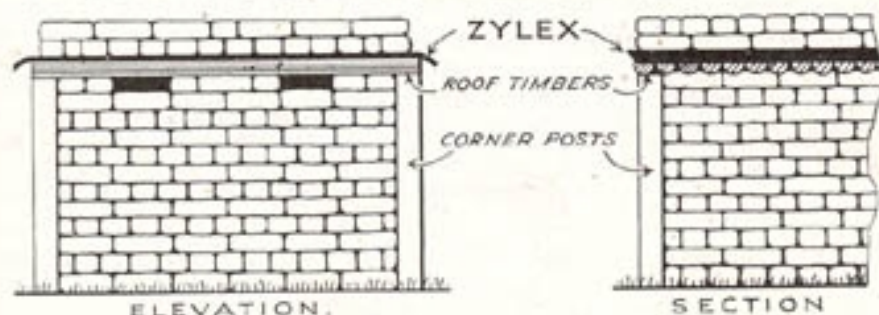
TRENCH REVETMENTS



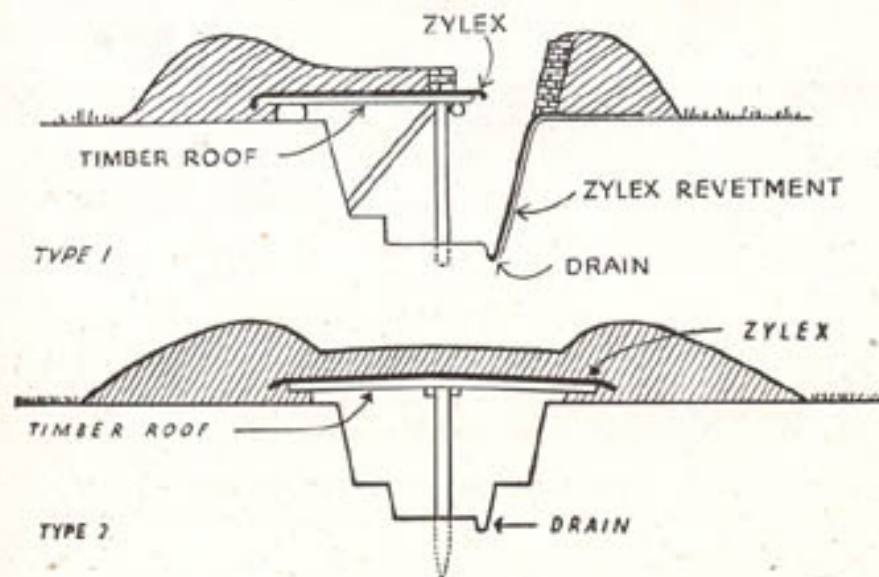
GABIONS MADE WITH ZYLEX OR PLUVEX



WATERPROOFING FIREPOSTS



WATERPROOFING LOW COMMAND REDOUBTS



Suggested Field uses for Ruberoid Roofing, Reinforced Zylex Felt or Pluvex Felt.

For making emergency ground sheets 6' x 3'.

★ ★ ★

Warm waterproof flooring for ablution huts or shower baths, laid over concrete or boards.

★ ★ ★

Water troughings and drains; bent to a half round in lengths of 24 yards and suitable widths, laid in earth or supported by wood struts at intervals.

★ ★ ★

Stretched on wood frames to form camouflage screens.

★ ★ ★

Mineral surfaced Ruberoid Roofing can be laid directly on the earth to form paths to tents, hutments or camp kitchens, overcoming the mud trouble.

★ ★ ★

Can also be used for tent floors where wood is not obtainable.

★ ★ ★

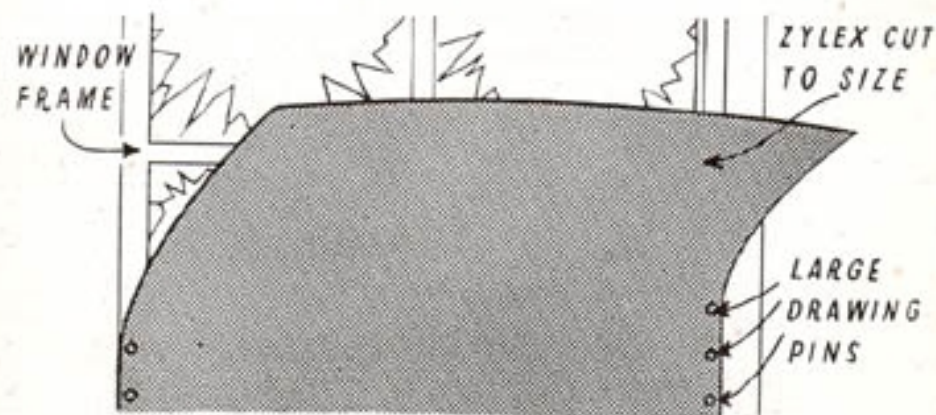
First aid stretchers and beds can be improvised by securely nailing Zylex to stout poles.

NOTE :—These materials can be readily jointed with a blow lamp flame. Reinforced Zylex has a hessian foundation rendering it untearable.

ZYLEX reinforced **FELT** *for repairing windows broken by blast*

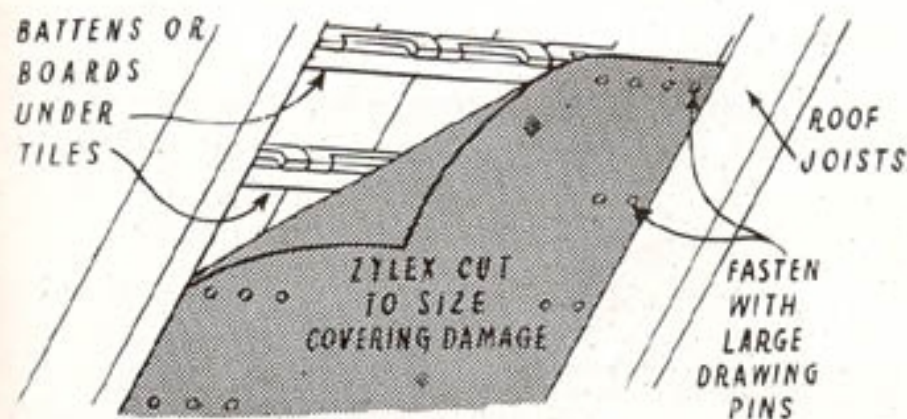
After an extensive air raid, glass and labour will be virtually unobtainable. In accordance with A.R.P. Memorandum No. 12, you should be prepared with an emergency screen. Get a roll of Zylex Reinforced Felt now. When needed, it can be cut to any size and fastened to the window frame as illustrated.

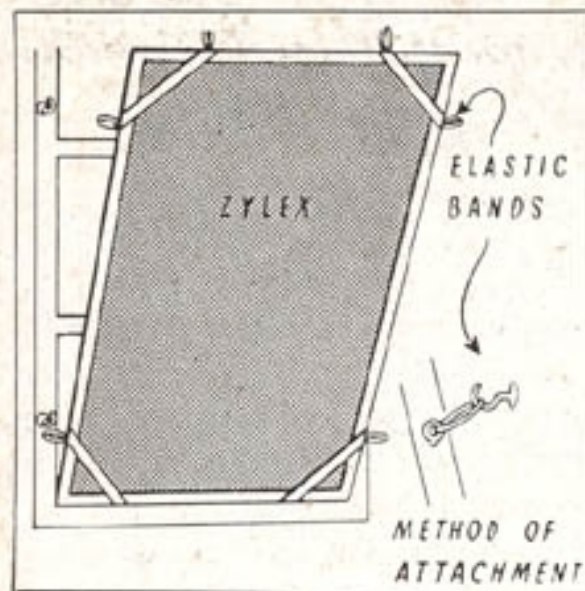
From Ironmongers and Builders' Merchants everywhere.



Temporary repairs to damaged roofs with **ZYLEX** *reinforced* **FELT**

Minor damage to roofs must be expected. Temporary repairs can be made from inside by cutting Zylex to the required size and fastening in the manner shown. Start by tucking in as far as possible under the tiles. Other methods will arise to meet individual circumstances but the principle will be to stop rain water from damaging ceilings until permanent repairs can be effected.



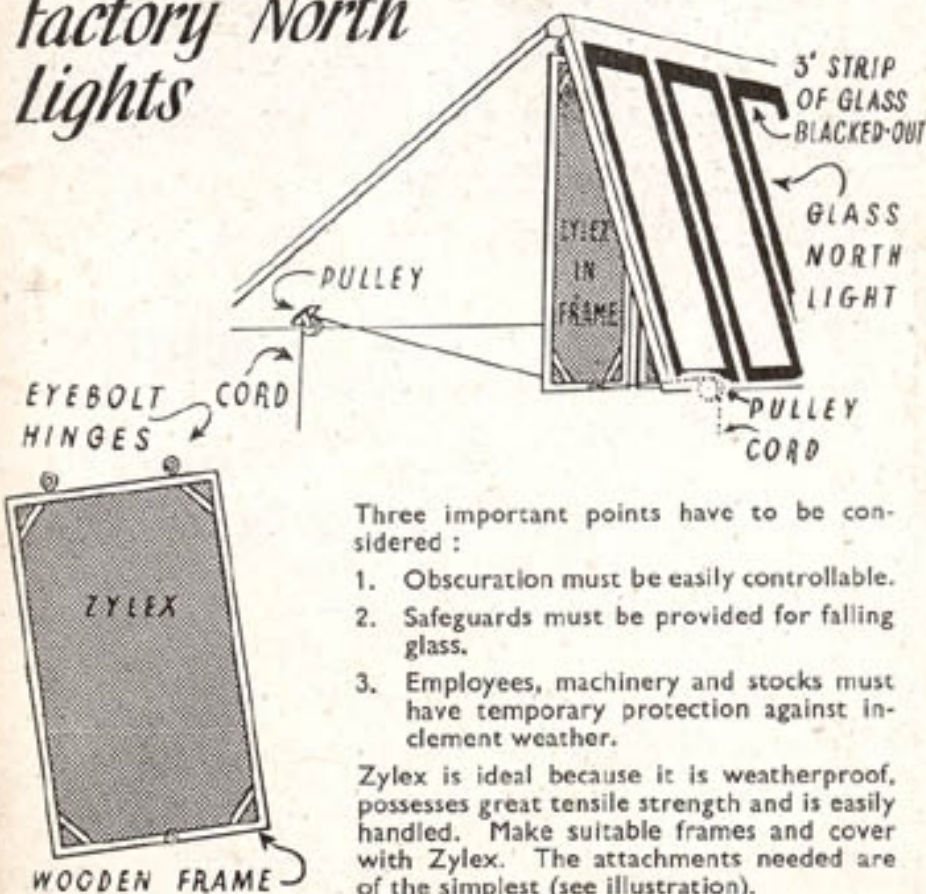


ZYLEX REINFORCED FELT for screens to stop flying glass



A.R.P. Memorandum No. 12 emphasizes the importance of having suitable weather-resisting screens to stop flying glass. About 85 per cent. of casualties are due to negligence in this respect. The screen should yield sufficiently to offset the blast. Stout elastic (such as an old inner tube cut up) attached to the frame as indicated, serves the purpose admirably. Prepare the frame now so that it can be placed in position at a moment's notice.

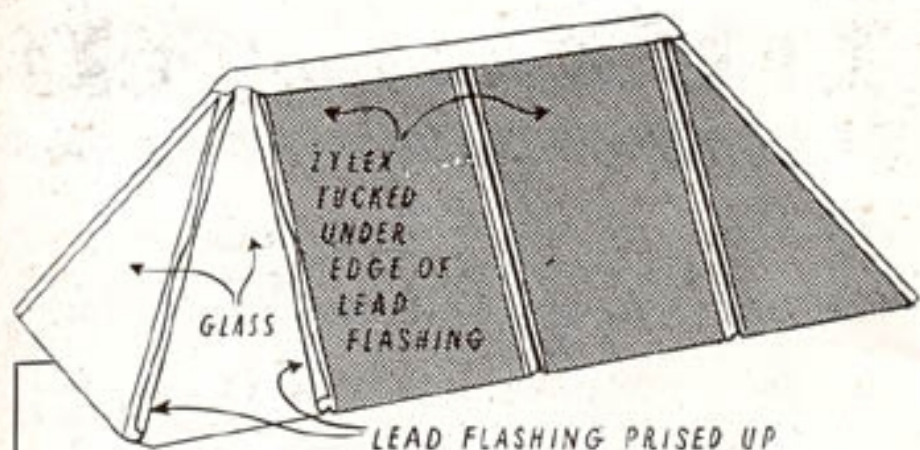
ZYLEX reinforced FELT for adjustable screens for Factory North Lights



Three important points have to be considered :

1. Obscuration must be easily controllable.
2. Safeguards must be provided for falling glass.
3. Employees, machinery and stocks must have temporary protection against inclement weather.

Zylex is ideal because it is weatherproof, possesses great tensile strength and is easily handled. Make suitable frames and cover with Zylex. The attachments needed are of the simplest (see illustration).



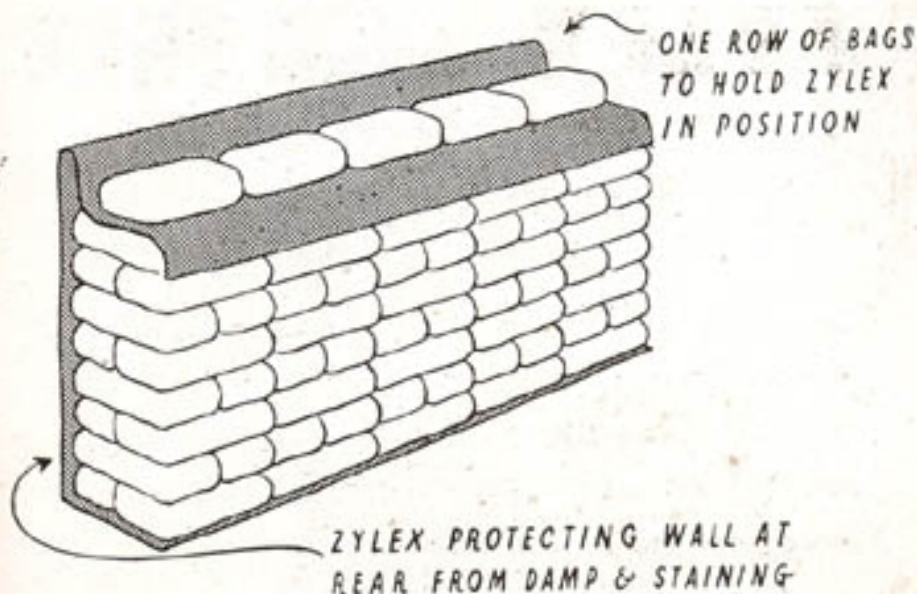
ZYLEX reinforced **FELT** *to protect Lantern Light Windows*

Zylex Reinforced Felt is first cut to length of individual lights, after allowing 3 inches for tucking to underside of glass at foot. Lift lead flashings at top and sides and insert Zylex, then replace lead flashing, so making a thoroughly weatherproof obscuration screen.

ZYLEX reinforced **FELT** *to protect Sandbags from damage*

When rain water settles at the top of a sandbag barricade and penetrates between the bags, rotting soon takes place and the barricade becomes a source of danger and a nuisance to pedestrians.

Cut Zylex to a length sufficient for base, back and turnover at top. One row of bags at top will hold the Zylex in position, as shown in illustration.





Everyman's a Handyman with PLUVEX

A **PLUVEX** roof will give years of **GUARANTEED** satisfaction without trouble or cost. You buy **PLUVEX** all ready to lay—no painting or tarring to be done. Wherever you keep poultry, tools and implements, or wherever you want it warm and dry in the worst of weather, you want a **PLUVEX** roof.

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