INDIVIDUAL MOVEMENT
OVERVIEW

- **Individual Movement**
  - Individual Movement Defined
  - Preparation for Movement
  - Common Sense Rules of Movement
  - Movement Aids

- **Methods of Individual Movement**
  - High / Low / Back Crawls
  - Rush (Flight from Cover to Cover)
  - Night Walking & Creeping
  - Response to ground/aerial illumination

- **Negotiating Obstacles**
  - Walls
  - Logs
  - Trenches
  - Wire & Tangle Foot
  - Bridging & Breeching
  - Booby Traps & Danger Areas
LEARNING OBJECTIVES

Please Read Your

Terminal Learning Objectives

And

Enabling Learning Objectives
QUESTIONS
Individual Movement is:

- The act or manner of actions to change a position or location.
- Movement is the most common reason an enemy’s position is revealed. Even when all other indicators are absent, movement will give a position away. A stationary object may be impossible to see and a slow moving object difficult to detect, but a quick or jerky movement will be seen.
INDIVIDUAL MOVEMENT

- **Preparation for Movement:**
  - Camouflage yourself & equipment.
  - Noise proof your weapon & equipment.
  - Wear comfortable / well-fitted clothing.
  - Carry only necessary equipment.
INDIVIDUAL MOVEMENT

- **Common Sense Rules of Movement:**
  - Move by bounds from covered position to covered position.
  - Stop, look, and listen before moving.
  - Look for covered and concealed routes.
  - Change direction from time to time when moving through high grass.
  - Cross roads and trails at places that have the most cover and concealment.
  - Avoid steep slopes and loose or gravel areas.
INDIVIDUAL MOVEMENT

- **Common Sense Rules of Movement:**
  - Stay off the skyline.
  - Avoid clear areas, trails and roads.
  - Stop, look and listen when birds or animals are alarmed.
  - Use battlefield sounds to conceal movement noise.
  - Carry weapons and equipment in a manner that allows immediate employment.
  - Avoid man made openings in wire.
INDIVIDUAL MOVEMENT

- **Movement Aides:**
  - Not disturbing birds or animals whose flight would betray your presence.
  - Move during an incident that diverts attention, such as an airplane flight, a distant disturbance or sudden bursts of fire.
  - Fog, smoke, or even light haze offer concealment for movement.
INDIVIDUAL MOVEMENT

- Movement Aides (Continued):
  - Following a stream or road by staying as far away from them as possible while still keeping them in sight.
  - When moving through tall grass or similar growth, move when the wind blows, changing direction frequently.
  - Avoid areas of soft ground so as not to leave tracks.
Movement Aides (Continued):

- When crossing a road or water obstacle, choose crossing sites where the enemy's observation is restricted (an area in shadows or near a bend) and cross rapidly.
QUESTIONS
METHODS OF INDIVIDUAL MOVEMENT

- **High Crawl:** Used when there is good concealment but enemy fire prevents you from getting up.

- **Low Crawl:** Used to cross places where the concealment is very low and enemy fire prevents you from getting up.

- **Back Crawl:** Used to crawl under wire obstacles set up by the enemy.

- **Rush:** Used to move the fastest way from one position to another, each rush should last only 3-5 seconds, hit the ground behind cover, pick out your next covered position before moving.

- **Night Walk & Creeping:** Used when enemy is within hearing.

- **Response to Illumination:** Used to maintain night vision.

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HIGH CRAWL:

- Keep body off the ground, rest weight on forearms and lower legs, cradle rifle in arms, keeping the muzzle off the ground.
- Keep knees well behind the buttocks to stay low.
METHODS OF INDIVIDUAL MOVEMENT

- Low Crawl:
  - Keep the body as flat as possible against the ground. Grasp the rifle sling at the upper sling swivel. Let the balance of the rifle rest on the forearm and let the butt of the rifle drag on the ground.
METHODS OF INDIVIDUAL MOVEMENT

○ Back Crawl:
  • Used to crawl under wire obstacles.
  • Slide head first on your back, push forward with your heels, steady your weapon with one hand, rest the muzzle of the weapon on your helmet.
Back Crawl (Continued):

- To keep wire from snagging on your clothes/equipment, let it slide along your weapon.
METHODS OF INDIVIDUAL MOVEMENT

- **Rush:**
  - Raise the head slowly and steadily and select a new position. Lower the head slowly, draw arms inward, cock right leg forward, and prepare to rush.
  - Use one movement to raise the body by straightening both arms. Spring to your feet, stepping off with the left foot.
  - Bend forward as low as possible when running. Never advance directly to the next position; always zigzag.
Rush (Continued):

- When you are ready to stop moving, plant both feet, drop to your knee and use your weak hand to absorb your fall. Move to the prone position. “I’M UP, HE SEES ME, I’M DOWN!”

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METHODS OF INDIVIDUAL MOVEMENT

- **Rush (Continued):**
  - If you have been firing from one position for some time, the enemy may be waiting for you to pop up from behind cover.
  - Before rushing forward, roll and crawl a short distance before coming up.
  - When the route to your position is through an open area, rush by zigzagging.
  - If necessary, hit the ground, roll right or left, then rush again.
METHODS OF INDIVIDUAL MOVEMENT

○ **Night Walk:**
  • Place the heel down first. Balance the weight of the body on the rear foot until a secure spot is found.
  • Lift the forward foot high to clear any stiff grass, brush, or other obstruction.
  • Step over fallen logs and branches, not on them.
  • Lower the heel of the forward foot slowly; gradually transferring body weight to that foot.
Creeping:

- Used when enemy is within hearing distance.
- Creep on hands and knees, feeling for twigs, leaves or other substances that might make noise.
- Clear spots to quietly place hands and knees.
- Repeat the action until out of hearing range.
- Movement is slow and tedious, since it must be done silently.
Response to ground/aerial illumination:

- Night vision is quickly destroyed if bright light is allowed to enter the eye.
- When entering a lighted area or when observing in a temporarily lighted area (illumination, flares), one eye should be closed and covered to preserve its night vision.
Response to ground/aerial illumination (Continued):

- When the light goes off, fades or the lighted area is exited, the night vision retained by the protected eye enables it to see until the other eye adapts to the darkness.
- Red light helps preserve night vision, but can be observed by the enemy at long distances.
QUESTIONS
NEGOTIATING OBSTACLES

- Prior to and during the course of the mission, move to an observation point to visually survey the terrain.
- If possible select the route movement that will avoid obstacles which may slow or hinder the mission.
- Common Combat Obstacles are:
  - Walls
  - Logs
  - Trenches
  - Wire & Tangle Foot
  - Bridging & Breeching
  - Booby Traps & Danger Areas
Walls:

- Always cross a wall rapidly.
- Find a low spot and visually check the other side to see if it’s clear of obstacles.
- Feel the top of the wall for booby traps.
NEGOTIATING OBSTACLES

○ Walls:

CLEARING SMALL BULKHEADS

APPROACH THE WALL IN THE ALERT CARRY

BRACE YOUR LEAD FOOT AGAINST THE BULKHEAD AND SEARCH THE OTHER SIDE KEEPING YOUR MUZZLE ABOVE THE BULKHEAD

MCWP 3-11.3, Page 4-4
NEGOTIATING OBSTACLES

- Walls:

**CLEARING SMALL BULKHEADS**

**SHORT-STOCK**

THE WEAPON BY PLACING THE BUTTSTOCK HIGH ON YOUR SHOULDER TO KEEP THE MUZZLE ABOVE THE BULKHEAD

MCWP 3-11.3, Page 4-4
NEGOTIATING OBSTACLES

- **Walls:**

  CLEARING SMALL BULKHEADS

  AFTER TAKING A STEP BACK, STEP OVER WITH THE **LEAD FOOT FIRST** AND THEN BRING YOUR **WEAK FOOT OVER**
NEGOTIATING OBSTACLES

- Walls:

CLEARING LARGE BULKHEADS

**Approach the bulkhead and orient yourself so that you are Wall, Body, Weapon. Stay approximately 12 to 18 inches away from the bulkhead to avoid bullet ricochets.**

MCWP 3-11.3, Page 4-4
Walls: CLEARING LARGE BULKHEADS

VERY QUICKLY, TAKE A STEP BACK FROM THE BULKHEAD AND TURKEY PEEK THE OTHER SIDE OF THE BULKHEAD TO SEE IF IT IS CLEAR OF OBSTACLES AND ENEMIES
Walls: CLEARING LARGE BULKHEADS

Move 2 to 3 feet to the right or left of the spot where you turkey peeked with your weapon in your firing hand, reach up and grab the top of the bulkhead, place the weapon on top of the bulkhead while simultaneously swinging your legs on top of the bulkhead.
NEGOTIATING OBSTACLES

- Walls:
Logs:

- Stay low as you approach & go around if possible.
- If not, quickly check the far side then lay parallel to the log & slide over sideways.
NEGOTIATING OBSTACLES

- Logs:
  - Move quickly and keep a low silhouette
  - Immediately assume a prone firing position
  - Carefully observe the area before moving again
NEGOTIATING OBSTACLES

- **Trenches:**
  - Hit the deck prior to reaching the trench
  - High crawl to the edge; point weapon into the trench and fire, if necessary
  - After inspecting the trench, swing your feet around parallel.
NEGOTIATING OBSTACLES

- **Trenches:**
  - Enter feet first
  - Stay as low as possible
  - Present the smallest possible target
  - Prior to leaving, quickly observe your planned route.
NEGOTIATING OBSTACLES

- **Trenches:**
  - Pick your next position
  - Move laterally in the trench and rush to next position
  - If the trench is narrow enough, examine the other side for booby traps, then jump across.
NEGOTIATING OBSTACLES

- **Wire:**
  - Back Crawl: Used when speed is not essential but surprise is.
NEGOTIATING OBSTACLES

Wire Tangle Foot:

TANGLE FOOT

WHEN DAY WALKING THROUGH TANGLE FOOT, LIFT YOUR FEET BOOT TOP HIGH TO AVOID TRIPPING OVER WIRES

MCWP 3-11.3, Page 5-5
NEGOTIATING OBSTACLES

- Wire Tangle Foot:

  DAY WALK THROUGH THE TANGLE FOOT AT THE READY CARRY, MAINTAINING EYE, MUZZLE, TARGET

MCWP 3-11.3, Page 5-5
NEGOTIATING OBSTACLES

- **Bridging:**
  - Used for rapid access across an obstacle
  - Use rubber mats, logs, etc. to create a bridge
NEGOTIATING OBSTACLES

- **Breeching:**
  - Used for rapid access through wire obstacles
  - Cut through or use explosives
NEGOTIATING OBSTACLES

- Booby Traps:
  - When inspecting an obstacle, look for obvious signs - wires, mounds, depressions, something attached or anything unusual.
NEGOTIATING OBSTACLES

- **Danger Areas:**
  - Any place you may be exposed to enemy observation or fire
  - Avoid open areas, trails and enemy positions when possible
NEGOTIATING OBSTACLES

- **Danger Areas (Continued):**
  - Use speed and caution to visually inspect all obstacles/danger areas
  - Assume an obstacle or danger area is booby trapped
QUESTIONS
DEMO / PRAC. APP.
SUMMARY

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BACKUP SLIDES
STUDY !!!

US MARINE CORPS
"We make home visits... Worldwide!"
HIGH CRAWL
LOW CRAWL
BACK CRAWL