

UNITED STATES MARINE CORPS
FIELD MEDICAL TRAINING BATTALION-EAST
PSC BOX 20042
CAMP LEJEUNE, NORTH CAROLINA 28542-0042

MCECST

2401-PAT-1003 Individual Movement Techniques

TERMINAL LEARNING OBJECTIVES:

1. Given an individual weapon, as a member of a unit, while wearing a fighting load, perform individual movement techniques, to arrive at the objective.
(2401-PAT-1003)

ENABLING LEARNING OBJECTIVES:

1. Given an individual weapon and a fighting load, as a member of a unit, perform required individual movements, to ensure optimal unit performance within the given mission, in accordance with references MCTP 3-01A Scouting and Patrolling and MCRP 3-10A.4 Marine Rifle Squad.
(2401-PAT-1003a)
2. Given an individual weapon and a fighting load, as a member of a unit, perform required individual actions, to ensure optimal unit performance within the given mission, in accordance with references MCTP 3-01A Scouting and Patrolling and MCRP 3-10A.4 Marine Rifle Squad.
(2401-PAT-1003b)

1. **INDIVIDUAL MOVEMENT** is: The act or manner of actions to change a position or location.

a. **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.

2. **PREPARATION FOR MOVEMENT**. Before you can move effectively on the battlefield, you must prepare yourself and your equipment. The following steps should be utilized in preparation for movement:

a. Camouflage yourself and equipment. If the enemy can see you, he can shoot you.

b. Noise proof your weapon and equipment. Tape or pad the parts of your weapon and equipment that rattles or are so loose that they may snag (the tape or padding must not interfere with the operation of the weapon or equipment). Jump up and down and listen for rattles.

c. Wear comfortable, well-fitted clothing.

d. Do not carry unnecessary equipment. Arrange equipment so it does not impede movement.

3. **COMMON SENSE RULES OF MOVEMENT**. Your survival on the battlefield may depend upon those skills developed in training. Use the following techniques to avoid being seen or heard by the enemy:

a. Move by bounds from covered position to covered position.

b. Stop, look, and listen before moving. Look for your next position before moving.

c. Look for covered and concealed routes.

d. Change direction slightly from time to time when moving through tall grass.

e. Cross roads and trails at places that have the most cover and concealment (large culverts, low spots, curves, or bridges).

f. Avoid steep slopes and places with loose dirt or stones. Also avoid cleared, open areas and tops of hills and ridges. Stay off the skyline.

g. Avoid clear areas, trails and roads. These may be booby-trapped.

h. Stop, look, and listen when birds or animals are alarmed (the enemy may be nearby).

i. Use battlefield noises, such as detonations, to conceal movement noises.

j. Carry weapons and equipment in a manner that allows immediate employment.

k. Avoid man-made openings in wire. These openings are assuredly covered by fire.

4. **MOVEMENT AIDES**. Use the following movement aides to avoid being seen or heard by the enemy:

a. Do not disturb birds or animals whose flight would betray your presence.

b. Move during an incident that diverts attention, such as an airplane flight, a distant disturbance or sudden bursts of fire.

c. Fog, smoke, or even light haze offer concealment for movement.

d. Following a stream or road by staying as far away from them as possible while still keeping them in sight.

e. When moving through tall grass or similar growth, move when the wind blows, changing direction frequently.

f. Avoid areas of soft ground so as not to leave tracks.

g. 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.

5. METHODS OF MOVEMENT

a. High Crawl, Low Crawl, Back Crawl, Rush, Night Walk, and Creeping. (Note) The rush is not always the best movement to use. Sometimes you will find yourself using one of the three types of crawls. The situation will dictate what type of crawl you will use.

(1) High crawl. The high crawl lets you move faster than the low crawl and still gives you a low silhouette. Use this crawl when there is good concealment but enemy fire prevents you from getting up.

(a) Keep your body off the ground and rest on your forearms and lower legs. Cradle your weapon in your arms, holding the bottom of the magazine in your cupped hands. Keep the muzzle off the ground. Keep your knees well behind your buttocks so your body will stay low.

(b) To move alternately advance your right elbow and left knee, then your left elbow and right knee.

(2) Low Crawl. The low crawl gives you the lowest silhouette. Use it to cross places where the concealment is very low and enemy fire or observation prevents you from getting up.

(a) Keep your body flat against the ground. With your firing hand, hood your weapon sling at the upper sling swivel using your thumb. Let the hand guards rest on your forearm, keeping the muzzle off the ground, and let the weapon butt drag on the ground.

(b) To move push your arms forward and pull your firing leg forward. Then pull with your arms and push with your leg. Continue this throughout the movement.

(c) Look forward by bending your neck, keeping the side of the helmet on the ground. Do not lift up your head.

(d) Be sure your dust cover is closed and don't stick the muzzle of your rifle in the dirt. You will want your weapon to function when you encounter the enemy.

(3) Back Crawl. This will be used so that you can crawl under wire obstacles that the enemy sets up on the battlefield or around his defensive positions.

(a) To crawl under a wire obstacle, slide head first on your back. Push forward with your heels. Keep your head slightly off the deck so you're not just pushing dirt. Wiggle your shoulders on your body and steady your weapon with one hand at the slip ring. Rest the muzzle of the weapon on your helmet. To keep the wire from snagging on your clothes and equipment, let it slide along your weapon. Feel ahead with your free hand to find the next strand of wire and any tripwire or mines. Do not pull yourself through by tugging on the wire. It may be booby-trapped.

(4) **Rush**. The rush is the fastest way to move from one position to another. Each rush should last from 3 to 5 seconds. (Remember to think to yourself "I'm up, he sees me, I'm down.") The rushes are kept short to keep enemy machine gunners or rifleman from tracking you. However, do not stop and hit the ground in the open just because 5 seconds have passed. Always try to hit the ground behind some cover. If you hit the deck in the open, you are only presenting the enemy with an easy, stationary target. Before moving, pick out your next covered and concealed position and the best route to it. Start your movement from the prone position as follows:

(a) Slowly raise your head and pick your next position and the route to it.

(b) Draw your arms into your body (keeping your elbows in).

(c) Pull your right leg forward.

(d) Raise your body by straightening your arms.

(e) Get up quickly.

(f) Run to the next position. Don't run in a straight line; zigzag to confuse anyone trying to track you.

(g) When you are ready to stop moving, plant both feet.

(h) Drop to your knee and use your weak hand (hand without the weapon) to absorb your fall.

(i) Fall forward, breaking the fall with your weak hand.

(j) Move to a prone position.

(k) If you have been firing from one position for some time, the enemy may have spotted you and may be waiting for you to come up from behind cover. So before rushing forward, roll, and crawl a short distance from your position. By coming up from another spot, you may fool an enemy who is aiming at one spot, waiting for you to rise. 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.

(5) **Night Walk & Creeping.** Used when enemy is within hearing.

(6) **Response to Illumination.** Used to maintain night vision.

6. **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.

a. **Common Combat Obstacles are;**

(1) **Walls.** Always cross a wall rapidly. First, find a low spot to cross and visually check the other side to see if it is clear of obstacles and the enemy. Carefully and surreptitiously feel the top of the wall for booby traps. Next, quickly roll over the wall, keeping a low silhouette to prevent the enemy from getting a good shot at you.

(a) Clearing small walls. Approach the wall in an alert carry. Brace your lead foot against the bulkhead and search the other side keeping your muzzle above the wall.

(b) Short-Stock your weapon by placing the buttstock high on your shoulder to keep the muzzle above the bulkhead.

(c) After taking a step back, step over with the lead foot first and then, bring your weak foot over.

(d) Clearing tall walls. Approach the wall and orient yourself so that you are *wall, body, weapon*. Stay approximately 12-18 inches away from the bulkhead to avoid bullet ricochet.

(e) Very quickly, take a step back from the wall and turkey peek the other side of the bulkhead to see if it's clear of obstacles and enemies.

(f) To clear a large bulkhead, move 2-3 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 wall. Place the weapon on top of the wall while simultaneously swinging your legs on top of the bulkhead.

(2) **Logs**. Stay low as you approach the log. Go around it if possible. If it cannot be bypassed; quickly check the far side then follow these procedures.

(a) Lay parallel to the log.

(b) Slide over the log sideways.
Move quickly and maintain a low silhouette.

(c) Immediately assume a prone firing position after crossing the log and carefully observe the area to your front before you start moving again.

(3) **Trenches**. Hit the deck prior to reaching the trench. High crawl to the edge; point the weapon into the trench and fire if required. After inspecting the trench, swing your feet around so you are parallel to it, then enter feet first. Stay as low as possible, presenting the smallest possible target. Prior to leaving the trench, quickly observe your planned route and select your next position. Move laterally in the trench and rush to your next position. If the trench is narrow enough, examine the other side for booby traps, then jump across. Don't go into the trench unless it is necessary.

(4) **Wire**. When wire is encountered on a battlefield, you use various methods of getting through it. The speed of advance will determine the method you will use.

(a) **Back Crawl**. This method will be used when speed is not essential, but surprise is. This crawl will be executed as already explained. This method is usually not appropriate for concertina obstacles. However this method is used to create a breach point in the obstacle.

(b) **Breeching**. This method can be used for rapid access through wire obstacles. You can either cut through or

use an explosive to open a hold in the wire for crossings. The enemy situation will determine what you should do. Cut the bottom strands until you can crawl through. Don't try to cut the entire obstacle unless it is necessary.

(c) Bridging. This method can be used for rapid access across an obstacle. You can use rubber mats, logs, etc. Use any available material to lay across the top of this wire to make a bridge, which is easy to cross over.

(d) Tangle Foot. When day walking through wire, maintain the ready carry and Eye, Muzzle, Target. Lift your feet boot top high to avoid tripping over wires.

(5) Danger Areas. A danger area is any place where one may be exposed to enemy observation or fire. Some danger areas that you may have to cross are open areas, trails, and enemy positions. Avoid danger areas whenever possible. If they must be passed or crossed, use speed and caution. Always assume an obstacle or danger area is booby trapped. Visually inspect all obstacles and danger areas.

(6) Booby Traps. Always assume an obstacle or danger area is booby trapped, so always attempt to go around them. If you cannot go around, visually and physically inspect them before crossing.

(a) When visually inspecting an obstacle, look for obvious signs such as trip wires or something attached to it. Then physically check the obstacle by feeling for wire, glass, or anything unusual.

(b) When visually inspecting a danger area, look for trip wires, mounds, depressions, or anything unusual.

References:

MCWP 3-11.2, Marine Rifle Squad
MCWP 3-11.3, Scouting and Patrolling