



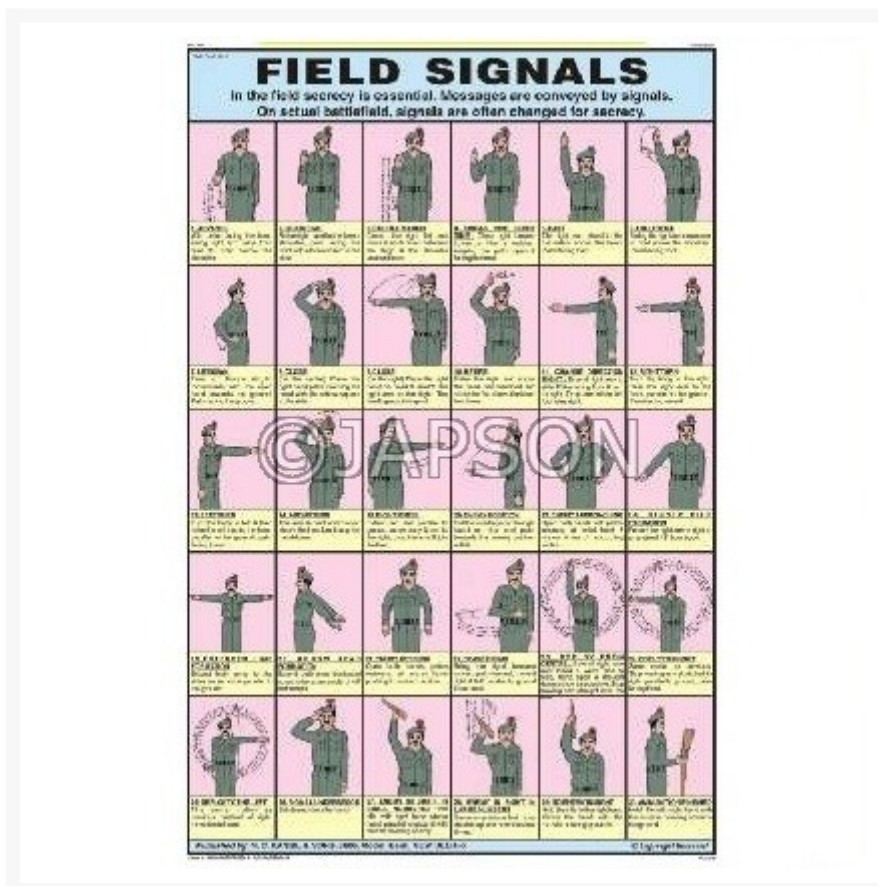
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# Field Charts, School Education

## Product Image



## Description

**Standard Size:** 50x75cms, Set of 7 Charts

**Language:** English & Hindi Combined

Laminated Paper Charts with Plastic Rollers. These Charts have technically accurate and detailed description in vivid colours.

**Note:** Based on minimum order quantity conditions, Charts can be customized to your

requirements in terms of CONTENT, LANGUAGE, SIZE, etc. Please write back to us for discussion.

### A. Charts, What is Field Craft?

**क्षेत्र कौशल क्या है ? WHAT IS FIELD CRAFT ?**

यह जल्दी जल्द को जगता करने हुए तबतक से क्षेत्रीय से संबंधित है।  
 It is the art of making the best use of the natural ground to the advantage of the soldier to secure the most effective and most economical means of remaining unnoticed.

**क्षेत्र कौशल की आवश्यकताएँ ESSENTIALS OF FIELD CRAFT**

1. क्षेत्र का अवलोकन - The soldier must observe the ground in front of him and the ground to the right and left of him.
2. क्षेत्र का वर्णन - The soldier must be able to describe the ground in front of him and the ground to the right and left of him.
3. क्षेत्र का चित्रण - The soldier must be able to sketch the ground in front of him and the ground to the right and left of him.
4. क्षेत्र का उपयोग - The soldier must be able to use the ground in front of him and the ground to the right and left of him.
5. क्षेत्र का रक्षण - The soldier must be able to protect the ground in front of him and the ground to the right and left of him.
6. क्षेत्र का प्रयोग - The soldier must be able to use the ground in front of him and the ground to the right and left of him.
7. क्षेत्र का रक्षण - The soldier must be able to protect the ground in front of him and the ground to the right and left of him.
8. क्षेत्र का प्रयोग - The soldier must be able to use the ground in front of him and the ground to the right and left of him.
9. क्षेत्र का रक्षण - The soldier must be able to protect the ground in front of him and the ground to the right and left of him.
10. क्षेत्र का प्रयोग - The soldier must be able to use the ground in front of him and the ground to the right and left of him.

**अच्छे रण क्षेत्र कौशल योद्धा की योग्यताएँ A GOOD FIELD CRAFT MAN MUST HAVE**

1. **PHYSICAL FITNESS** - To be able to withstand pain, fatigue, heat, cold, and other hardships.
2. **MENTAL STRENGTH** - To remain calm and steady under fire, and to be able to make quick decisions.
3. **GOOD KNOWLEDGE OF WEAPONS AND EQUIPMENT** - To be able to use the weapons and equipment to the best advantage.
4. **NATIONAL SPIRIT** - To be ready to make sacrifices and to fight for the country.
5. **DISCIPLINE & OBEISANCE** - To obey the orders of the superior officers.
6. **SKILL IN THE USE OF WEAPONS AND EQUIPMENT** - To be able to use the weapons and equipment to the best advantage.
7. **KNOWLEDGE OF THE GROUND** - To be able to use the ground to the best advantage.
8. **KNOWLEDGE OF THE ENEMY** - To be able to use the knowledge of the enemy to the best advantage.
9. **KNOWLEDGE OF THE WEATHER** - To be able to use the knowledge of the weather to the best advantage.
10. **KNOWLEDGE OF THE MOON** - To be able to use the knowledge of the moon to the best advantage.

**IN BATTLE SUCCESS DEPENDS ON THE DETERMINATION, INITIATIVE AND TEAM WORK AND A HIGH STANDARD OF PHYSICAL ENDURANCE AND TOUGHNESS OF ALL SANGES OF A UNIT.**

**HIGH MORALE IS DEFINED AS ENDURANCE AND COURAGE IN THE MOST UNFAVOURABLE CIRCUMSTANCES AND UNDER THE PRESSURE OF THE BATTLE IS THE MOST IMPORTANT SINGLE FACTOR IN WAR.**

**FIELD MANUAL PARAGRAPHS**

### B. Charts, Judging Distance

**JUDGING DISTANCE**

IT ENABLES A SOLDIER TO ESTIMATE THE RANGE OF ENEMY & TO JUDGE THE WIND ELEVATION ETC. WHEN FIRING.

**METHODS OF JUDGING DISTANCE**

1. **Unit of Measurement** - By measuring the distance in terms of some known object for points.
2. **Appearance Method** - Appearance of a man at a distance.
3. **At 200 yards** a man's body appears as a dot.
4. **At 300 yards** a man's body appears as a dot, but the legs are visible.
5. **At 400 yards** a man's body appears as a dot, but the head is visible.
6. **At 500 yards** a man's body appears as a dot, but the head and shoulders are visible.
7. **At 600 yards** a man's body appears as a dot, but the head and shoulders are visible, and the arms are visible.
8. **At 700 yards** a man's body appears as a dot, but the head and shoulders are visible, and the arms are visible, and the legs are visible.
9. **At 800 yards** a man's body appears as a dot, but the head and shoulders are visible, and the arms are visible, and the legs are visible, and the feet are visible.
10. **At 900 yards** a man's body appears as a dot, but the head and shoulders are visible, and the arms are visible, and the legs are visible, and the feet are visible, and the hands are visible.
11. **At 1000 yards** a man's body appears as a dot, but the head and shoulders are visible, and the arms are visible, and the legs are visible, and the feet are visible, and the hands are visible, and the fingers are visible.

**MAIN CAUSES OF INACCURATE JUDGEMENT**

Distances are Under-estimated When	Distances are Over-estimated When
<ol style="list-style-type: none"> <li>1. Light is bright.</li> <li>2. The object is in the line of sight.</li> <li>3. The object is large in size.</li> <li>4. There is some wind.</li> <li>5. The object is in the line of sight.</li> </ol>	<ol style="list-style-type: none"> <li>1. Light is dim.</li> <li>2. The object is in the line of sight.</li> <li>3. The object is small in size.</li> <li>4. There is some wind.</li> <li>5. The object is in the line of sight.</li> </ol>

**IMPORTANCE OF ACCURATE JUDGING DISTANCE**

It enables a soldier to estimate the range of enemy & to judge the wind elevation etc. when firing.

**Spotting Range Card**

It is a card which is used to record the range of the target and the direction of the target.

### C. Charts, Indication & Recognition Of Target

### D. Charts, Field Signals

## INDICATION & RECOGNITION OF TARGETS

**A section commander must be able to indicate and recognize the target fairly accurately to point out to his commander or to other soldiers.**

**1. INDICATION POINT METHOD**  
 Before a general order to take up a target, the target should be indicated by the following methods:

**2. CHECKING METHOD**  
 Consider the reference point on the ground and indicate the direction to the target by the following check method:

**3. USE OF HANDS**  
 When it is difficult to point and describe the target, the method of hand signs is convenient. The sign to indicate the direction to the target is as follows:

**4. USE OF TARGETS**  
 When it is difficult to point and describe the target, the method of using targets is convenient. The sign to indicate the direction to the target is as follows:

**5. BEARINGS**  
 Bearings are angles measured by two intersecting lines one connecting the observer to the target and the other connecting the observer to the magnetic north. There are two methods of measuring bearings:

**6. REFERENCE POINTS**  
 TO BE USED IN THE FIELD

**7. BEARINGS CAN BE USED IN THE FOLLOWING POSITIONS**

## FIELD SIGNALS

In the field secrecy is essential. Messages are conveyed by signals. On actual battlefield, signals are often changed for secrecy.

<b>1. SIGNALS</b> The signal is a message conveyed by a signal.	<b>2. SIGNALS</b> The signal is a message conveyed by a signal.	<b>3. SIGNALS</b> The signal is a message conveyed by a signal.	<b>4. SIGNALS</b> The signal is a message conveyed by a signal.	<b>5. SIGNALS</b> The signal is a message conveyed by a signal.	<b>6. SIGNALS</b> The signal is a message conveyed by a signal.
<b>7. SIGNALS</b> The signal is a message conveyed by a signal.	<b>8. SIGNALS</b> The signal is a message conveyed by a signal.	<b>9. SIGNALS</b> The signal is a message conveyed by a signal.	<b>10. SIGNALS</b> The signal is a message conveyed by a signal.	<b>11. SIGNALS</b> The signal is a message conveyed by a signal.	<b>12. SIGNALS</b> The signal is a message conveyed by a signal.
<b>13. SIGNALS</b> The signal is a message conveyed by a signal.	<b>14. SIGNALS</b> The signal is a message conveyed by a signal.	<b>15. SIGNALS</b> The signal is a message conveyed by a signal.	<b>16. SIGNALS</b> The signal is a message conveyed by a signal.	<b>17. SIGNALS</b> The signal is a message conveyed by a signal.	<b>18. SIGNALS</b> The signal is a message conveyed by a signal.
<b>19. SIGNALS</b> The signal is a message conveyed by a signal.	<b>20. SIGNALS</b> The signal is a message conveyed by a signal.	<b>21. SIGNALS</b> The signal is a message conveyed by a signal.	<b>22. SIGNALS</b> The signal is a message conveyed by a signal.	<b>23. SIGNALS</b> The signal is a message conveyed by a signal.	<b>24. SIGNALS</b> The signal is a message conveyed by a signal.
<b>25. SIGNALS</b> The signal is a message conveyed by a signal.	<b>26. SIGNALS</b> The signal is a message conveyed by a signal.	<b>27. SIGNALS</b> The signal is a message conveyed by a signal.	<b>28. SIGNALS</b> The signal is a message conveyed by a signal.	<b>29. SIGNALS</b> The signal is a message conveyed by a signal.	<b>30. SIGNALS</b> The signal is a message conveyed by a signal.

E. Charts, Camouflage & Concealment

F. Charts, Movements & Section Formations

## CAMOUFLAGE & CONCEALMENT

**CAMOUFLAGE** - The art of making use of trees, bushes and other natural features to achieve concealment.

**CONCEALMENT** - To hide oneself from observation and to mix and flow with the help of natural background. These means surprise in attack as well as defence.

**COVERS FROM VIEW**

<b>1. Folia Uncoloured Grass</b> This is the best cover for a soldier in a field.	<b>2. Hedges</b> A hedge is a good cover for a soldier in a field.	<b>3. Bushes</b> A bush is a good cover for a soldier in a field.
<b>4. Taking Cover in Shadows</b> A soldier should take cover in shadows.	<b>5. Rock Shells</b> A soldier should take cover in rock shells.	<b>6. Artificial Means to Hide Troops</b> A soldier should take cover in artificial means.

**COVERS FROM FIRE**

<b>1. Ditches and Hedges</b> A soldier should take cover in ditches and hedges.	<b>2. Standing Crops</b> A soldier should take cover in standing crops.	<b>3. Gardens and Woods</b> A soldier should take cover in gardens and woods.
<b>4. Hills and B. Buildings</b> A soldier should take cover in hills and buildings.	<b>5. Old Damaged Buildings</b> A soldier should take cover in old damaged buildings.	<b>6. Remnants of Old Buildings</b> A soldier should take cover in remnants of old buildings.

## MOVEMENTS & SECTION FORMATIONS

<b>THE CAT WALK</b> The cat walk is a movement in which the soldier moves on his hands and knees.	<b>THE BITTER CRAWL</b> The bitter crawl is a movement in which the soldier moves on his hands and knees.	<b>THE HULL</b> The hull is a movement in which the soldier moves on his hands and knees.
<b>THE LEOPARD CRAWL</b> The leopard crawl is a movement in which the soldier moves on his hands and knees.	<b>THE MONKEY RUN</b> The monkey run is a movement in which the soldier moves on his hands and knees.	<b>THE BELLY CRAWL</b> The belly crawl is a movement in which the soldier moves on his hands and knees.

**SECTION FORMATIONS**

PATTERN OF FILE	ADVANTAGES	DISADVANTAGES
<b>Single File</b>	Good for attack. Not so good for defence.	Bad for defence. Not so good for attack.
<b>Double File</b>	Good for defence. Not so good for attack.	Bad for attack. Not so good for defence.
<b>Column of File</b>	Good for defence. Not so good for attack.	Bad for attack. Not so good for defence.
<b>Arrow Head File</b>	Good for attack. Not so good for defence.	Bad for defence. Not so good for attack.
<b>Spinal Head File</b>	Good for attack. Not so good for defence.	Bad for defence. Not so good for attack.
<b>Staggered Formation</b>	Good for attack. Not so good for defence.	Bad for defence. Not so good for attack.

**SEQUENCE OF FIRE CONTROL**

1. The Type of Fire Control  
 2. The Type of Fire Control  
 3. The Type of Fire Control

G. Charts, Ground Observation

## Ground Observation क्षेत्र अवलोकन

Ground can be classified as below  
 क्षेत्र निम्न प्रकार से वर्गीकृत किया जा सकता है।



1. High Ground - ग्रीनहाइल - यह क्षेत्र ऊँचाई पर स्थित होता है। इस क्षेत्र में पानी जमा नहीं होता है।
2. Low Ground - निम्न भूभाग - यह क्षेत्र निम्न स्थिति में होता है। इस क्षेत्र में पानी जमा होता है।
3. River Valley - नदी घाटी - यह क्षेत्र नदी के किनारे होता है।
4. Hill - पहाड़ - यह क्षेत्र ऊँचाई पर होता है।
5. Mountain - पर्वत - यह क्षेत्र बहुत ऊँचाई पर होता है।
6. Plateau - पठार - यह क्षेत्र ऊँचाई पर होता है।
7. Plain - मैदान - यह क्षेत्र निम्न स्थिति में होता है।
8. Desert - रेगिस्तान - यह क्षेत्र सूखे में होता है।
9. Swamp - बंजर भूमि - यह क्षेत्र पानी में होता है।

**SEARCHING GROUND क्षेत्र की खोज**



Method of searching ground in a field (क्षेत्र की खोज करने के लिए खोजने का तरीका)		Method of searching ground in a forest (क्षेत्र की खोज करने के लिए खोजने का तरीका)	
1. Search	खोज	1. Search	खोज
2. Map	नक्शा	2. Map	नक्शा
3. Survey	सर्वेक्षण	3. Survey	सर्वेक्षण
4. Plotting	नक्शा बनाना	4. Plotting	नक्शा बनाना
5. Distance	दूरी	5. Distance	दूरी
6. Direction	दिशा	6. Direction	दिशा
7. Height	ऊँचाई	7. Height	ऊँचाई
8. Width	चौड़ाई	8. Width	चौड़ाई
9. Area	क्षेत्रफल	9. Area	क्षेत्रफल

## Disclaimer

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