

CD02 : Air Raid Precautions Before the Raid

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हवाई हमले से बचाव हमले से पहले

Make sure that everybody in your family is familiar with 'Go to' and 'All clear' signals. The emergency warning siren is blown when there are threats of attacks of any kind, while the siren continues sounding until all the emergency instructions.

पूरा परिवार को ही के समझ में आने तक सुरक्षा संकेत 'जाओ' और 'सब ठीक' के संकेतों को सबको ही समझ में आना चाहिए।

Big air-raid shelters being built in convenient places. Shelters are underground or semi-underground. These should be constructed with reinforced concrete.

बड़े हवाई हमले के लिए सुरक्षा संकेत, जो हवाई हमले के लिए हैं, जारी किए जाते हैं। जब तक कि सुरक्षा संकेत जारी न हो, तो सुरक्षा संकेत जारी न करें।

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Secure your personal belongings. The Big Red Shelters are available.

अपनी व्यक्तिगत वस्तुओं को सुरक्षित रखें। बड़े लाल सुरक्षा संकेत उपलब्ध हैं।

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CD04 : Black Out Instructions

BLACK OUT INSTRUCTIONS रोशनी गुल के निर्देश

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CD05 : Life Saving First Aid Instructions

Life Saving First Aid Instructions

जीवन बचाने के प्राथमिक उपचार

During an emergency, thousands of persons are injured. Before they get available medical aid, you can give emergency first aid to them.

जीवन बचाने के प्राथमिक उपचार: अचानक घटना के दौरान हजारों लोगों को चोट लगती है। जब तक कि चिकित्सा सहायता उपलब्ध न हो, तो आप उन्हें प्राथमिक उपचार दे सकते हैं।

GENERAL INSTRUCTIONS सामान्य निर्देश

CLOTHING ON FIRE If your clothes catch fire, lie on the ground and roll over and over until the flames are out. Do not run. Stop, drop, and roll.	BURNS If you get a burn, cool the burn with water. Do not use ice, butter, or ointment. Cover the burn with a clean cloth.	ELECTRIC SHOCK If you get an electric shock, do not touch the person. Call for help. Do not touch the person until they are safe.
FRACTURES If you get a fracture, do not move the person. Call for help. Do not touch the person until they are safe.	WOUNDS If you get a wound, clean the wound with water. Cover the wound with a clean cloth. Do not touch the wound until they are safe.	BLEEDAGES If you get a bleedage, clean the bleedage with water. Cover the bleedage with a clean cloth. Do not touch the bleedage until they are safe.
SUFFOCATION If you get a suffocation, call for help. Do not touch the person until they are safe.	SHOCK If you get a shock, call for help. Do not touch the person until they are safe.	EMERGENCY RESUSCITATION If you get an emergency resuscitation, call for help. Do not touch the person until they are safe.

ARTIFICIAL RESPIRATION (Mouth-to-Mouth)
Breathe at once every second about 12 times.

Artificial Respiration (Mouth-to-Mouth): साँस देना शुरू करें (दूसरे को साँस दें)। साँस देना शुरू करें (दूसरे को साँस दें)। साँस देना शुरू करें (दूसरे को साँस दें)।

CIVIL DEFENCE CHARTS
 A set of 7 charts
 Laminated, Size 70 x 100 cm (Available in English and Hindi Combined)

FC01 : What is Field Craft

क्षेत्र कौशल क्या है ? WHAT IS FIELD CRAFT ?

It is the art of making the best use of the natural ground and the weather in the work of the soldier. The main object of field craft is to remain unobserved.

FIELD CRAFT DEMANDS STRONG OBSERVATION & DISGUISE ABILITIES.

क्षेत्र कौशल की आवश्यकताएँ ESSENTIALS OF FIELD CRAFT

1. Good observation - To take full advantage of the ground and weather.
2. To judge the distance of target accurately.
3. To know the direction of wind.
4. To know the position of the sun.
5. To know the position of the moon.
6. To know the position of the stars.
7. To know the position of the clouds.
8. To know the position of the fog.
9. To know the position of the rain.
10. To know the position of the snow.

अच्छे रंग कौशल योग्य की योग्यताएँ A GOOD FIELD CRAFT MAN MUST HAVE

1. INTELLIGENCE AND SHARPNESS
2. ABILITY OF REIN OBSERVATION
3. PHYSICAL FITNESS
4. MENTAL RESOLVE
5. SOUND KNOWLEDGE OF WEATHER AND CLIMATE
6. NATIONAL SPIRIT
7. FIRM PURPOSE & UNFLINNING DETERMINATION
8. SELF CONFIDENCE & COURAGE
9. MUST BE SATELITE

FIELD MARSHAL MONTGOMERY

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

FIELD MARCHAL MONTGOMERY

" HIGH MORALE IS DEFINED AS ENDURANCE AND COURAGE EVEN IN ADVERSE CIRCUMSTANCES AND OBTAINING THE MORALE OF THE SOLDIER IS THE MOST IMPORTANT SINGLE FACTOR IN WAR."

FC02 : Ground Observation

Ground Observation क्षेत्र अवलोकन

Ground can be classified as below

1. High Ground - Higher than the surrounding ground.
2. Low Ground - Lower than the surrounding ground.
3. Ridge - A high strip of land between two valleys.
4. Valley - A low strip of land between two ridges.
5. Slope - A hillside or a descent.
6. Depression - A low area of land between two hills.
7. Plateau - A flat area of land at a high level.
8. Plain - A flat area of land at a low level.
9. Desert - A dry area of land.
10. Forest - An area of land with trees.
11. Mountain - A high area of land.
12. Hill - A low area of land.
13. Bank - A raised area of land.
14. Embankment - A raised area of land.
15. Trench - A low area of land.
16. Ditch - A low area of land.
17. Canal - A low area of land.
18. Road - A low area of land.
19. Path - A low area of land.
20. Stream - A low area of land.
21. River - A low area of land.
22. Lake - A low area of land.
23. Pond - A low area of land.
24. Well - A low area of land.
25. Spring - A low area of land.
26. Spring - A low area of land.
27. Spring - A low area of land.
28. Spring - A low area of land.
29. Spring - A low area of land.
30. Spring - A low area of land.

SEARCHING GROUND क्षेत्र की खोज

Method of searching ground

1. Search from the front.
2. Search from the rear.
3. Search from the side.
4. Search from the top.
5. Search from the bottom.
6. Search from the middle.
7. Search from the left.
8. Search from the right.
9. Search from the north.
10. Search from the south.
11. Search from the east.
12. Search from the west.
13. Search from the north-east.
14. Search from the north-west.
15. Search from the south-east.
16. Search from the south-west.
17. Search from the north-east-south-west.
18. Search from the north-west-south-east.
19. Search from the north-south.
20. Search from the east-west.
21. Search from the north-south-east-west.
22. Search from the north-south-west-east.
23. Search from the north-south-east-west-north-south.
24. Search from the north-south-west-east-north-south.
25. Search from the north-south-east-west-north-south-east-west.
26. Search from the north-south-west-east-north-south-east-west.
27. Search from the north-south-east-west-north-south-east-west-north-south.
28. Search from the north-south-west-east-north-south-east-west-north-south.
29. Search from the north-south-east-west-north-south-east-west-north-south-east-west-north-south.
30. Search from the north-south-west-east-north-south-east-west-north-south-east-west-north-south.

FC03 : 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 from a known point to the enemy.
2. Appearance Method - Appearance of a man at a distance.
3. Angle Method - A part of body as a object.
4. At 100 yards distance of the man the distance is 100.
5. At 200 yards distance of the man the distance is 200.
6. At 300 yards distance of the man the distance is 300.
7. At 400 yards distance of the man the distance is 400.
8. At 500 yards distance of the man the distance is 500.
9. At 600 yards distance of the man the distance is 600.
10. At 700 yards distance of the man the distance is 700.
11. At 800 yards distance of the man the distance is 800.
12. At 900 yards distance of the man the distance is 900.
13. At 1000 yards distance of the man the distance is 1000.

MAIN CAUSES OF INACCURATE JUDGEMENT

1. Distance are Under Estimated When
2. Light is bright
3. The object is white
4. The object is large
5. The object is near
6. The object is familiar
7. The object is moving
8. The object is in a line
9. The object is in a group
10. The object is in a cluster
11. The object is in a mass
12. The object is in a crowd
13. The object is in a mob
14. The object is in a throng
15. The object is in a mob
16. The object is in a crowd
17. The object is in a mob
18. The object is in a crowd
19. The object is in a mob
20. The object is in a crowd

IMPORTANCE OF ACCURATE JUDGING DISTANCE

It is very important to judge the distance accurately. If the distance is not judged accurately, the soldier will be unable to fire at the enemy. This will result in the loss of the soldier and the mission.

Spacemen Range Card

FC04 : Movements & Section Formations

MOVEMENTS & SECTION FORMATIONS

THE CAT WALK

THE KITTEN CRAWL

THE ROLL

THE LEOPARD CRAWL

THE MONKEY RUN

THE BEEY CRAWL

SECTION FORMATIONS

PATTERN OF FILE	ADVANTAGES	DISADVANTAGES
Single File	Good for narrow lanes.	Bad for production.
Double File	Good for narrow lanes.	Bad for production.
Column	Good for narrow lanes.	Bad for production.
Arrowhead File	Good for narrow lanes.	Bad for production.
Spacemen Range Card	Good for narrow lanes.	Bad for production.
Extended Formation	Good for narrow lanes.	Bad for production.

SEQUENCED FIRE CONTROL

1. Type of Fire Single

2. Type of Fire Double

3. Type of Fire Triple

4. Type of Fire Quadruple

5. Type of Fire Quintuple

6. Type of Fire Sextuple

7. Type of Fire Septuple

8. Type of Fire Octuple

9. Type of Fire Nonuple

10. Type of Fire Decuple

FC06 : Indication & Recognition of Targets

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. REFERENCE POINT METHOD

Method of indicating a target by pointing to a known point.

2. CLOCK FACE METHOD

Method of indicating a target by pointing to a clock face.

3. TO INDICATE THE COMBINATION OF REFERENCE POINT & CLOCK FACE

Method of indicating a target by pointing to a clock face and a reference point.

4. THE 100 YARD METHOD

Method of indicating a target by pointing to a 100 yard distance.

5. HANDS

Method of indicating a target by pointing to the hands of a clock.

6. METHOD OF INDICATION WITH PERSPECTIVE

Method of indicating a target by pointing to a perspective view.

7. USE OF TARGETS TO BE USED IN A POSITION

Method of indicating a target by pointing to a target in a position.

FC07 : Field Signals

FIELD SIGNALS

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

1. SIGNALS

2. SIGNALS

3. SIGNALS

4. SIGNALS

5. SIGNALS

6. SIGNALS

7. SIGNALS

8. SIGNALS

9. SIGNALS

10. SIGNALS

11. SIGNALS

12. SIGNALS

13. SIGNALS

14. SIGNALS

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27. SIGNALS

28. SIGNALS

29. SIGNALS

30. SIGNALS

NCC01 : The Oath & Aims of NCC

THE OATH & AIMS OF NCC

THE OATH

I do hereby solemnly promise that I will serve my motherland most truly and loyally, and

That I will abide by the rules & the regulations of the National Cadet Corps.

Further under the command and control of my Commanding Officer I will participate in every camp most sincerely and most whole-heartedly.

राष्ट्रीय कैडेट कोर के उद्देश्य

क) देश के युवाओं में चरित्र, सहाय्य, अनुशासन, नेतृत्व, धर्मनिरपेक्षता, रोमांच तथा निस्वार्थ सेवा भाव का संसार करना।

ख) सभ्य, प्रशिक्षित व तैयार युवाओं का एक मान्य संस्थान देना जहाँ जीवन के प्रत्येक क्षेत्र में नेतृत्व प्रदान करना व देश की सेवा के लिए सदैव तैयार रहना।

ग) सरासरी सैन्य में योगिता (सैरिगिट) बनाने का लिए युवाओं को प्रेरित करने हेतु उचित वातावरण प्रदान करना।

AIMS OF NCC

To develop character, comradeship, discipline, leadership, secular outlook, spirit of adventure and the ideals of selfless service amongst the youth of the country.

To create a human resource of organized, trained and motivated youth, to provide leadership in all walks of life and always available for the service of the nation.

To provide a suitable environment to motivate the youth to take up a career in the Armed Forces.

NCC02 : Duty & Discipline

कर्तव्य और अनुशासन DUTY & DISCIPLINE

दोनों अंगों का ही कर्तव्य है।
Duty is to every body, either as ordered by command.
Duty is to every man's eyes as issued by discipline.

दोनों अंगों का ही कर्तव्य है।
Duty is to every man's eyes as issued by discipline.
The foundation of both is duty. The foundation of discipline is to every man's eyes as issued by discipline.

अनुशासन की चार प्रधान धारारें

1. सदा सजग रहना।
2. समय पर उपस्थित रहना।
3. आज्ञाओं का सख्त पालन करना।
4. सदा सजग रहना और अनुशासन का पालन करना।

मूल धर्म नियम

1. सदा सजग रहना।
2. समय पर उपस्थित रहना।
3. आज्ञाओं का सख्त पालन करना।
4. सदा सजग रहना और अनुशासन का पालन करना।

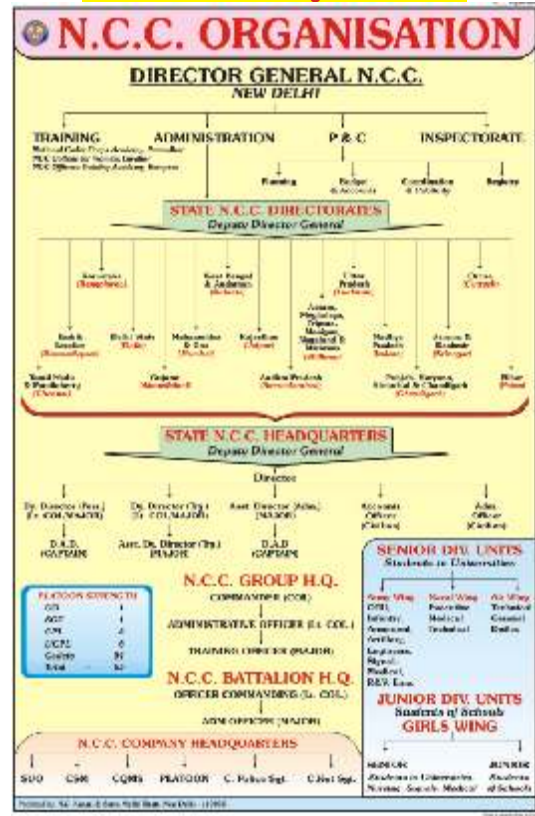
चौकिसी के चार धारारें

1. सदा सजग रहना।
2. समय पर उपस्थित रहना।
3. आज्ञाओं का सख्त पालन करना।
4. सदा सजग रहना और अनुशासन का पालन करना।

सैनिक विद्यार्थी की प्रार्थना

O God! Our Father!
Grant us the spirit of duty and discipline for our service to our Motherland and our Country. Grant us the spirit of duty and discipline for our service to our Motherland and our Country.

NCC04 : N.C.C. Organisation



AT02 : Principles of Musketry

PRINCIPLES OF MUSKETRY

मस्केट्री के सिद्धांत

DEFINITIONS परिभाषाएँ

SECTION OF TRAJECTORY प्रक्षेप-पथ का खण्डचित्र

EFFECT OF WIND ON FLAGS ध्वजों पर पवन का प्रभाव

CORRECT AIM AND COMMON FAULTS सही और गलत निशाना

AI03 : Rank Badges

RANK BADGES

POLICE, C.R.P.F., B.S.F., HOME GUARDS, FIRE SERVICES

Police	C.R.P.F.	B.S.F.	Home Guards	Fire Services
Sub-Inspector	Sub-Inspector	Sub-Inspector	Sub-Inspector	Sub-Inspector
Inspector	Inspector	Inspector	Inspector	Inspector
Sub-Station Officer	Sub-Station Officer	Sub-Station Officer	Sub-Station Officer	Sub-Station Officer
Station Officer	Station Officer	Station Officer	Station Officer	Station Officer
Head Constable	Head Constable	Head Constable	Head Constable	Head Constable
Constable	Constable	Constable	Constable	Constable

AS03 : Rifle 7.62 SLR

RIFLE 7.62 mm SLR

राइफल 7.62 एम. एम. एस. एल. आर.

Sectioned View and Trigger Mechanism

विभाजित दृश्य तथा राइफल के घोड़े के चलने का ढंग

Size 50 x 75 cm

Size 70 x 100 cm

BGS01 : How to Hold the Arms

HOW TO HOLD THE ARMS

चट्टान जैसी मजबूत पकड़

1. The rifle should be held in a firm, rock-like grip. The hand should be placed on the rifle in a way that it feels like it is part of the hand. The grip should be firm and steady.

2. The rifle should be held in a way that it is balanced. The weight of the rifle should be evenly distributed between the hands.

3. The rifle should be held in a way that it is comfortable. The hands should be in a natural position, and the rifle should be held in a way that it does not cause any strain or discomfort.

4. The rifle should be held in a way that it is accurate. The hands should be held in a way that they can move the rifle smoothly and accurately.

5. The rifle should be held in a way that it is safe. The hands should be held in a way that they can control the rifle safely.

BGS02 : Correct and Incorrect Aiming

CORRECT AND INCORRECT AIMING

ठीक और गलत शिस्त

BY AIMING AS UNDER THE BULLET WILL HIT AS INDICATED ON THE TARGET

1. **Tablet (Correct)**: The bullet hits the center of the target.

2. **Tablet (Incorrect)**: The bullet hits above the center of the target.

3. **Tablet (Incorrect)**: The bullet hits below the center of the target.

4. **Tablet (Incorrect)**: The bullet hits to the left of the center of the target.

5. **Tablet (Incorrect)**: The bullet hits to the right of the center of the target.

6. **Tablet (Incorrect)**: The bullet hits in a curved path due to incorrect aiming.

7. **Tablet (Incorrect)**: The bullet hits in a curved path due to incorrect aiming.

8. **Tablet (Incorrect)**: The bullet hits in a curved path due to incorrect aiming.

9. **Tablet (Incorrect)**: The bullet hits in a curved path due to incorrect aiming.

SHOOT TO KILL. ताकती घेती मारती कि दुकान निकल जाये

BGS03 : Correct Trigger Operation

CORRECT TRIGGER OPERATION

द्विगर् की बुझत कार्यवाही

1. The trigger should be pulled smoothly and steadily. It should not be jerked or pulled abruptly.

2. The trigger should be pulled in a way that it is controlled. The hand should be steady and firm.

3. The trigger should be pulled in a way that it is accurate. The bullet should hit the center of the target.

4. The trigger should be pulled in a way that it is safe. The hands should be held in a way that they can control the rifle safely.

BGS04 : Firing Positions

FIRING POSITIONS

निशाना लगाने की अवस्था

1. **PRONE POSITION**: The shooter lies on their stomach, providing a stable and accurate firing position.

2. **SITTING POSITION**: The shooter sits on the ground, providing a stable and accurate firing position.

3. **STANDING POSITION**: The shooter stands upright, providing a stable and accurate firing position.

4. **KNEELING POSITION**: The shooter kneels on one knee, providing a stable and accurate firing position.

BGS05 : Wind, Elevation & Minute Tables

WIND, ELEVATION & MINUTE TABLES

पवन, एलीवेशन और मिनट टेबल

ACCURATE WIND ALLOWANCES ARE MOST IMPORTANT. IT DEPENDS ON THE STRENGTH AND DIRECTION OF THE WIND AND THE RANGE.

WIND STRENGTH

1. GENTLE (1-3 mph) - The bullet will drift 1/2 inch at 100 yards.

2. MODERATE (4-6 mph) - The bullet will drift 1 inch at 100 yards.

3. STRONG (7-9 mph) - The bullet will drift 1 1/2 inches at 100 yards.

4. VERY STRONG (10-12 mph) - The bullet will drift 2 inches at 100 yards.

DIRECTION OF THE WIND

1. DOWNWIND - The bullet will drift downrange.

2. UPWIND - The bullet will drift uprange.

3. CROSSWIND - The bullet will drift to the left or right.

THE FORCE OF THE WIND AT THE POINT IMPACTS THE BULLET THROUGHOUT ITS FLIGHT.

THE TABLE TO CALCULATE THE WIND ALLOWANCE

RANGE	WIND	WIND OFF FOR A 100 YD WIND	WIND ON FOR A 100 YD WIND
100	1 mph	0.5	0.5
200	1 mph	1.0	1.0
300	1 mph	1.5	1.5
400	1 mph	2.0	2.0
500	1 mph	2.5	2.5
600	1 mph	3.0	3.0
700	1 mph	3.5	3.5
800	1 mph	4.0	4.0
900	1 mph	4.5	4.5
1000	1 mph	5.0	5.0

THE POINTS OF IMPACT ARE CORRECTED BY READING ON WINDING SOLIDERS

WINDING OFF

1. The wind is blowing from the left. The bullet will drift to the right.

2. The wind is blowing from the right. The bullet will drift to the left.

3. The wind is blowing from the front. The bullet will drift downrange.

4. The wind is blowing from the back. The bullet will drift uprange.

ELEVATION TABLES

MINUTE TABLES FOR SHOOTING ON THE GROUND

1. The bullet will drop 1 inch at 100 yards.

2. The bullet will drop 4 inches at 200 yards.

3. The bullet will drop 16 inches at 300 yards.

4. The bullet will drop 36 inches at 400 yards.

5. The bullet will drop 64 inches at 500 yards.

6. The bullet will drop 100 inches at 600 yards.

7. The bullet will drop 144 inches at 700 yards.

8. The bullet will drop 196 inches at 800 yards.

9. The bullet will drop 256 inches at 900 yards.

10. The bullet will drop 324 inches at 1000 yards.