



Figure 63. Left side fall position.

both fall positions the commands are, for example: LEFT SIDE FALL POSITION, MOVE; RIGHT SIDE FALL POSITION, MOVE; LEFT SIDE FALL POSITION, MOVE. This practice can be continued as desired by the instructor.

102. Practicing the Left Side Fall

To practice the left side fall the starting position (fig. 65) and execution (fig. 63), are the same as those for the right side, just substitute the words "left" for "right" and "right" for "left."

103. Rear Fall Position

a. Objective and Use. The objective of the rear fall is to land taking the impact of the fall on the shoulders, arms, and feet. This fall is used best when falling backward with insufficient momentum to go into a backward roll, or when your opponent throws you with an overhead throw (para 108).

b. Description. The points to check for the rear fall position (fig. 66) are as follows:

(1) The soles of your feet are driven to the ground about shoulder width apart, keeping your lower leg at a 90° angle to the ground. This takes up the initial shock of the fall.

(2) Both hands strike the ground in a slapping motion at the same time as your feet. The arms are extended fully, forming a 45° angle to your body, and the palms of your hands are down. This slapping motion gives you contact with the ground along both arms and across the shoulders, taking up additional shock of the fall.

(3) Keep your stomach muscles tightened so your buttocks will not strike the ground when you land. This prevents injury to your spine.

(4) Your chin is tucked into your chest so that your head does not strike the ground.

c. Followup or Recovery. As in other falling positions the proper action is to regain your feet quickly.

d. Instruction and Commands. The rear fall position is taught in two phases:

(1) REAR FALL POSITION, PHASE ONE, MOVE; at this command assume the preparatory position as specified in paragraph 104a.

(2) PHASE TWO, MOVE; on this command roll forward and execute the fall as described in paragraph 104b. At normal speed the command is REAR FALL POSITION, MOVE.

104. Practicing the Rear Fall Position

a. Starting Position (fig. 67). Assume the squatting position and place your hands between your knees, with the palms flat on the ground and fingers pointing toward each other. Arch your back and tuck your chin into your chest to keep your head from striking the ground.

b. Execution. Roll forward in a somersault. At the peak of the forward roll, drive the soles of the feet to the ground about shoulder width apart and simultaneously slap both hands to the ground. The arms are extended fully with the hands palm down,



Figure 64. Starting position to practice right side falls.

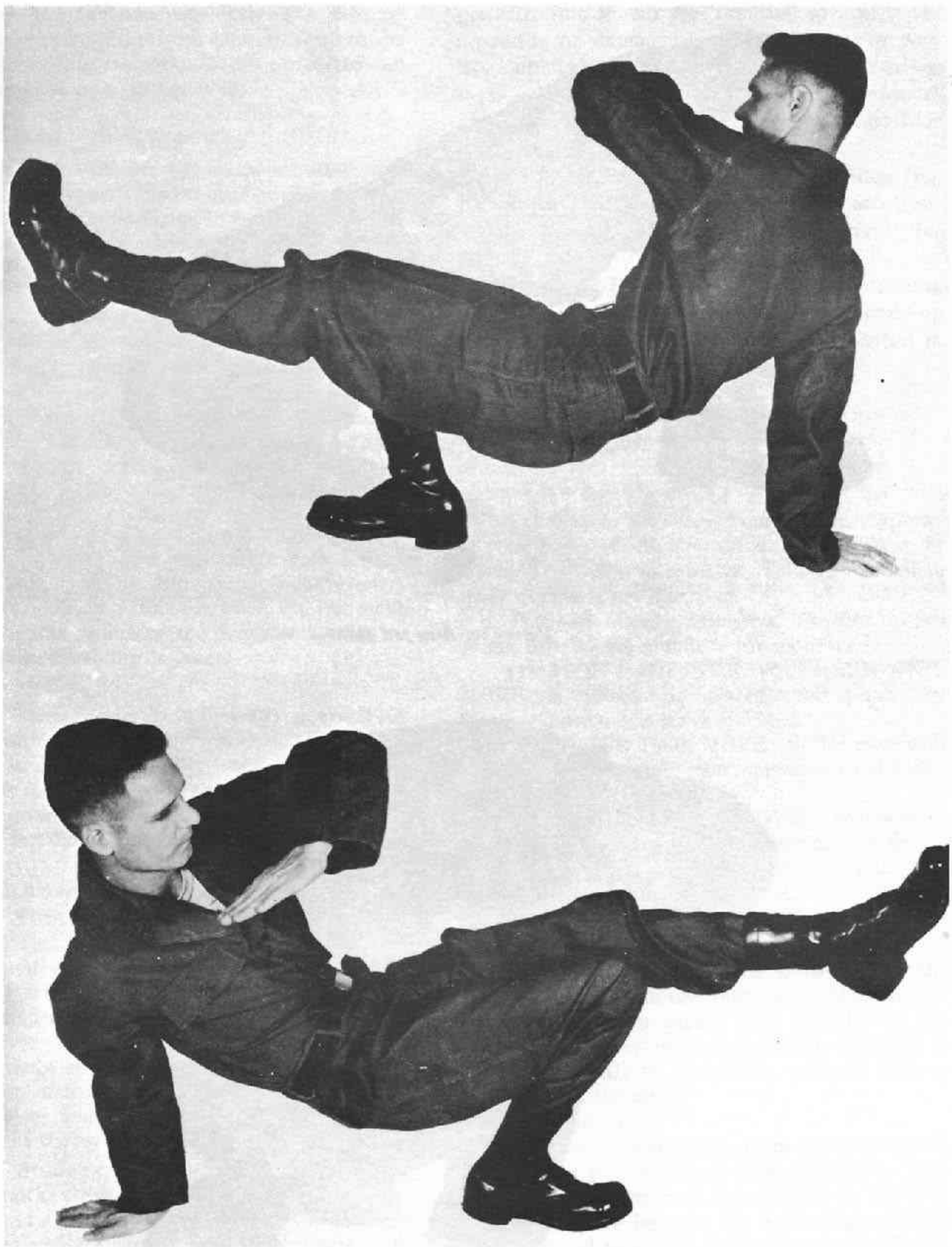


Figure 65. Starting position to practice left side falls.



Figure 66. Rear fall position.



Figure 67. Starting position to practice rear fall.

forming a 45° angle to your body. The chin remains tucked tightly into the chest to prevent the head from hitting the ground. The completed fall should be the same as in figure 66.

105. Advance Falling Practice

a. Right Side Fall. Start from the standing position and raise your left arm over your head with the palm of your hand facing to the left. Take several steps forward to build up momentum. When your left foot strikes the ground swing your raised left arm down in an arc through your legs so that you go into a forward somersault. Keep your chin tucked into your chest. At the peak of your forward roll thrust your flexed legs so that your body is

propelled into the air feet first and parallel to the ground in an extended position. The sole of your left foot and the palm of the right hand are driven to the ground and make the initial contact to absorb most of the shock. The completed fall position should be the same as in figure 62.

b. Left Side Fall. The left side fall position (fig. 76) can be practiced in a similar manner, substituting the words "left" for "right" and "right" for "left."

c. Rear Fall Position. Start from the standing position and take a few steps forward to build up momentum. Then execute the fall as described in paragraph 104.

Section III. TAKEDOWNS AND THROWS

106. Hip Throws

a. Objective and Use. The objective of a hip throw is to break your opponent's balance and quickly and forcefully throw him to the ground. The best use of a hip throw is when you can move in quickly and complete the movement prior to your opponent's ability to react.

b. Description.

(1) Start the right hip throw from the front guard position (facing your opponent). Place your left foot in front and slightly inside of your opponent's left foot. At the same time, strike your opponent vigorously on his right shoulder with the heel of your left hand and grab his clothing at the shoulder (①, fig. 68). This blow knocks him off balance to his rear.

(2) Pivot to your left 180° on the ball of your left foot. During the pivot place your right arm around your opponent's waist and jerk him forcefully with both arms, driving your buttocks into his midsection. This maneuver bends your opponent over your right hip at his waist and leaves him partially suspended in this position. At the completion of this maneuver your knees are bent, feet shoulder width apart, and your body is bent forward at the waist (②, fig. 68).

(3) Straighten your legs quickly, thrusting your buttocks forcefully into your opponent's midsection. At the same time, bend forward at the waist and pull forward and downward with both arms, driving your opponent to the ground (③, fig. 68). Use your hip as a balance point, throwing the man over your right hip and not over the outside of your leg. At the completion of the throw your opponent should land in the left side fall position.

(4) To execute a left hip throw substitute the

word "left" for "right" and "right" for "left."

c. Followup or Recovery. Your opponent will fall at your feet and will be open to kicks, stomps, or blows. The followup must be rapid as the fall in itself usually is not disabling.

d. Instruction and Commands. The hip throws (right or left) are taught in three phases:

(1) RIGHT HIP THROW, PHASE ONE, MOVE; on this command place the feet and destroy your opponent's balance as specified.

(2) PHASE TWO, MOVE; on this command place your arm around your opponent's waist and suspend him on your hip.

(3) PHASE THREE, MOVE; on this command complete the action by throwing him to the ground. At normal speed the command is RIGHT (or LEFT) HIP THROW, MOVE.

107. Shoulder Throw

a. Objective and Use. The objective of the shoulder throw is to use your opponent's momentum to throw him across your shoulder to the ground. This throw is used when your opponent is attacking directly to your front, with his fists or both arms in the air.

b. Description.

(1) Your throw begins from the front guard position. As your opponent directs a blow to your head or upper body with his right hand, block his blow somewhere between the knife edge of your left hand and your left elbow. Step forward with your left foot, placing it slightly in front of and centered on your opponent's feet. Simultaneously, grasp your opponent's right wrist with your left hand and pull him forward and off balance (①, fig. 69).

(2) Pivot 180° to your left on the ball of your left foot and plant your right foot immediately on

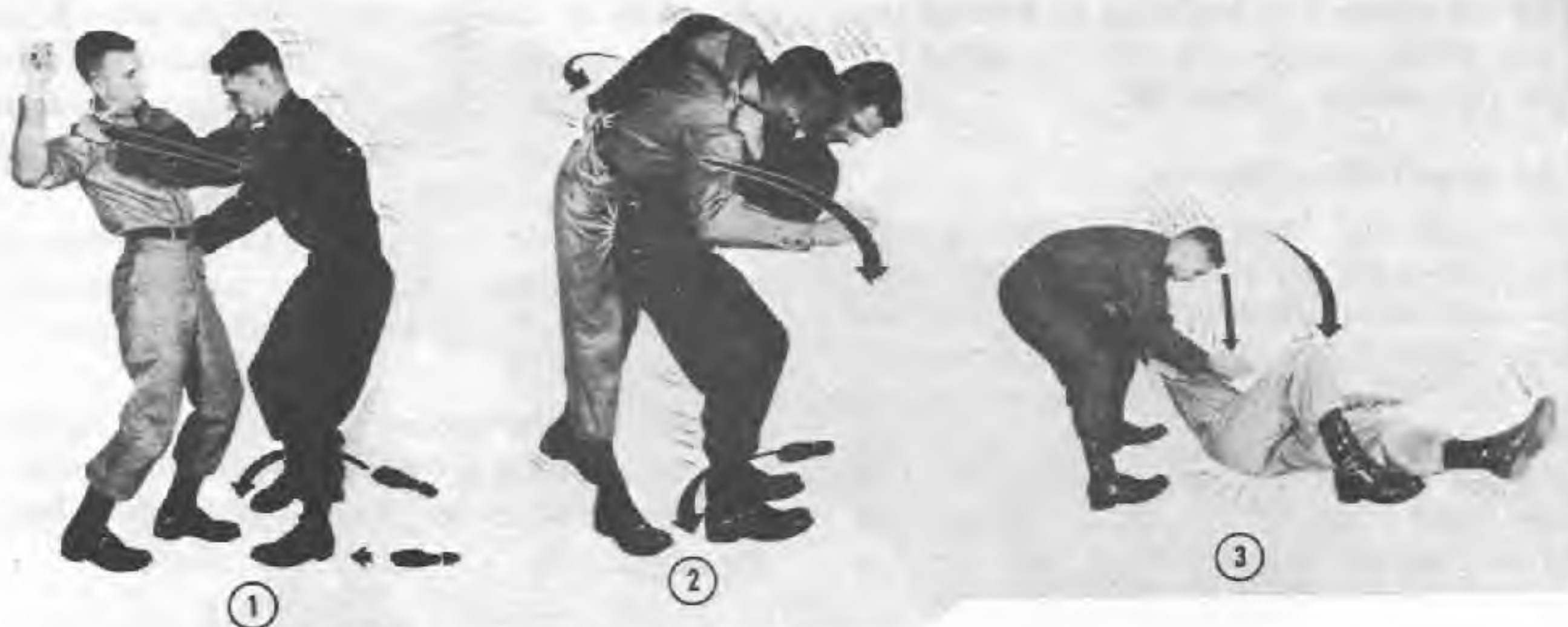


Figure 68. Right hip throw.

line to the outside of your opponent's right foot. At the same time, forcefully drive your upper right arm into your opponent's right armpit and pull his right arm tightly across your chest with your left hand. You now have good buttocks-to-groin contact with your opponent, your hips are on line, your back is erect, your knees are flexed and your opponent is off balance to the front (②, fig. 69).

(3) Turn your head and eyes to the left, pivot approximately 90° to the left on the ball of your left foot, and drop to your right knee. At the same time, pull your opponent downward to the left with your left hand rotating the upper portion of your body to the left rear in a circular motion. Maintain your grasp on your opponent's right wrist with your left hand (③ and ④, fig. 69).

c. *Followup or Recovery.* If you maintain your grasp on your opponent's right wrist, he will land directly to your front with his right arm across your left knee (⑤, fig. 69). Push down with your left hand at his wrist and your right hand at his shoulder to break his elbow or dislocate his shoulder.

d. *Instruction and Commands.* The over-shoulder throw is taught in three phases:

(1) **SHOULDER THROW, PHASE ONE, MOVE;** on this command step forward, block your opponent's blow, grasp your opponent's right wrist and pull him forward and off balance.

(2) **PHASE TWO, MOVE;** on this command, pivot to the left and drive your upper right arm into your opponent's right armpit.

(3) **PHASE THREE, MOVE;** on this command, continue pivoting to the left, drop to your right knee, pull your opponent to the ground in a circular motion to your left rear. At normal speed the command is **SHOULDER THROW, MOVE.**

108. Overhead Throw

a. *Objective and Use.* The objective of the overhead throw is to take full advantage of your opponent's momentum and throw him over your head. This throw is used when your opponent is rushing directly at you.

b. *Description.*

(1) You start this throw from the guard position, facing your opponent who is about five or six steps away. As your opponent rushes forward you grab his lapels with both hands. Simultaneously you raise either your left or right leg and place the sole of your foot solidly against his stomach (①, fig. 70).

(2) Still maintaining the hold on your opponent's lapels, and with your foot against his stomach, drop down until your buttocks strike the ground and you are in a sitting position. Continue moving backward until your back and shoulders touch the ground, keeping your opponent pulled firmly against your foot. Using your opponent's momentum, pull him with your hands until he is suspended over your body on your foot (②, fig. 70).

(3) Catapult your opponent into the air by maintaining a tight handhold and thrusting your leg vigorously into his stomach and arching your back so that you rock back onto your shoulders. Your opponent assumes the rear fall position (③, fig. 70).

(4) By maintaining a firm grip with your hands on his lapels you will be pulled over, completing a rear somersault and landing astride your opponent's chest (④, fig. 70).

c. *Followup or Recovery.* If you hold on to your opponent at the conclusion of the throw you should be astride his chest. From this position strike or

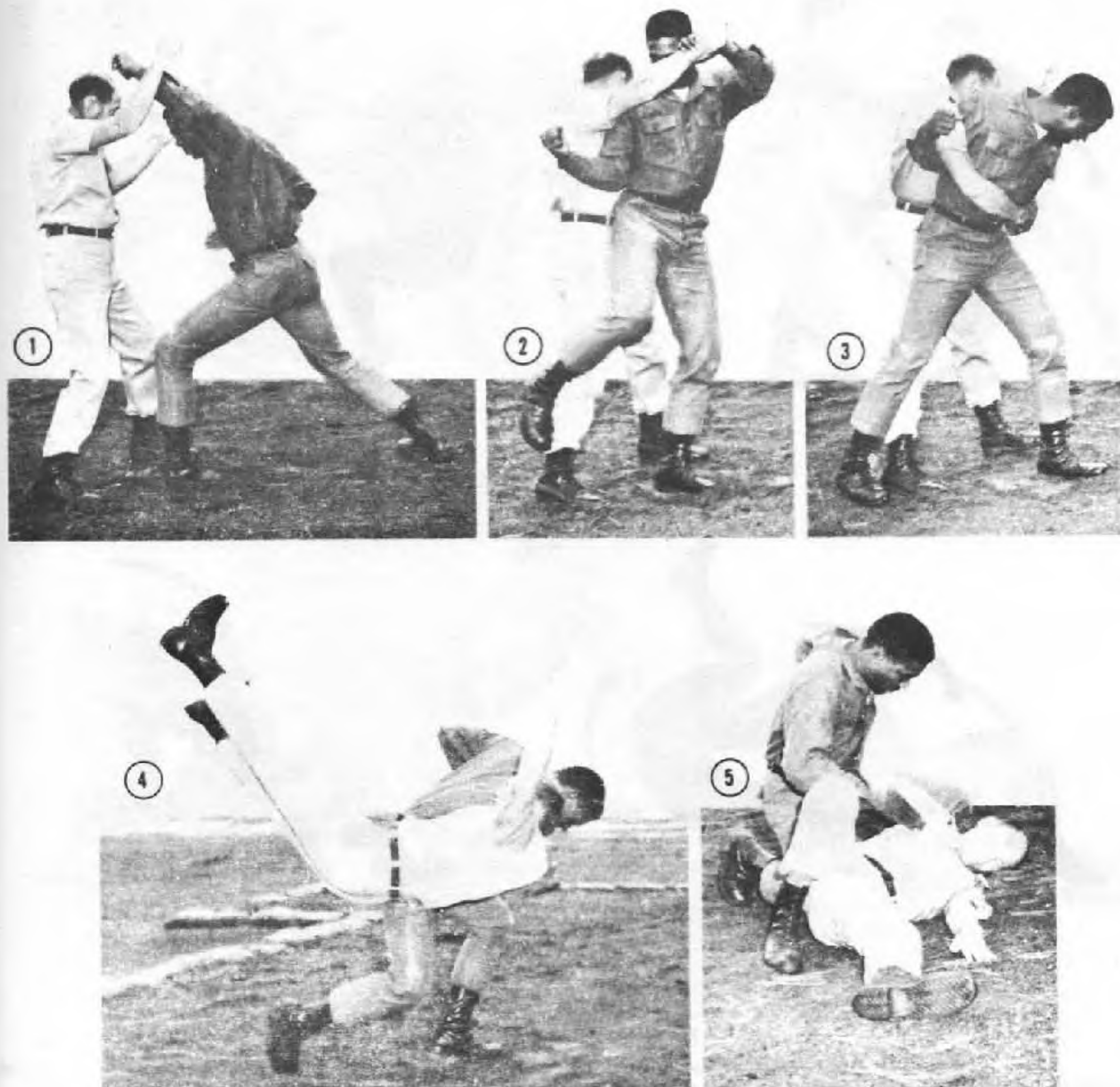


Figure 69. Shoulder throw.

attack a vulnerable body part with a chop or jab or apply a strangle hold. If you lose your hold your opponent will get away, in such case get to your feet and continue the attack as appropriate.

d. Instruction and Commands. The overhead throw is not taught by command phases. There are, however, three parts to the instruction process. The instructor first should explain each part of the throw and at the same time have men apply the action. After they understand the throw, then practice a "walk-through," and finally an actual "run-through" at normal speed. To successfully execute this throw there must be a certain amount of momentum involved and the opponent must know and use the rear fall position to avoid injury during

training. The command at normal speed is OVER-HEAD THROW, MOVE.

109. Body Block

a. Objective and Use. The objective of the body block is to counter your opponent's rush and at the same time cause him to fall to the ground. The body block is used when your opponent is running at you attempting to knock you down with his forward movement.

b. Description. When the opponent rushes you wait until it is too late for him to stop. Step back with either foot, turning your side toward him (①, fig. 71). As you turn away from him flex your knees, bend well over at the waist. You must get

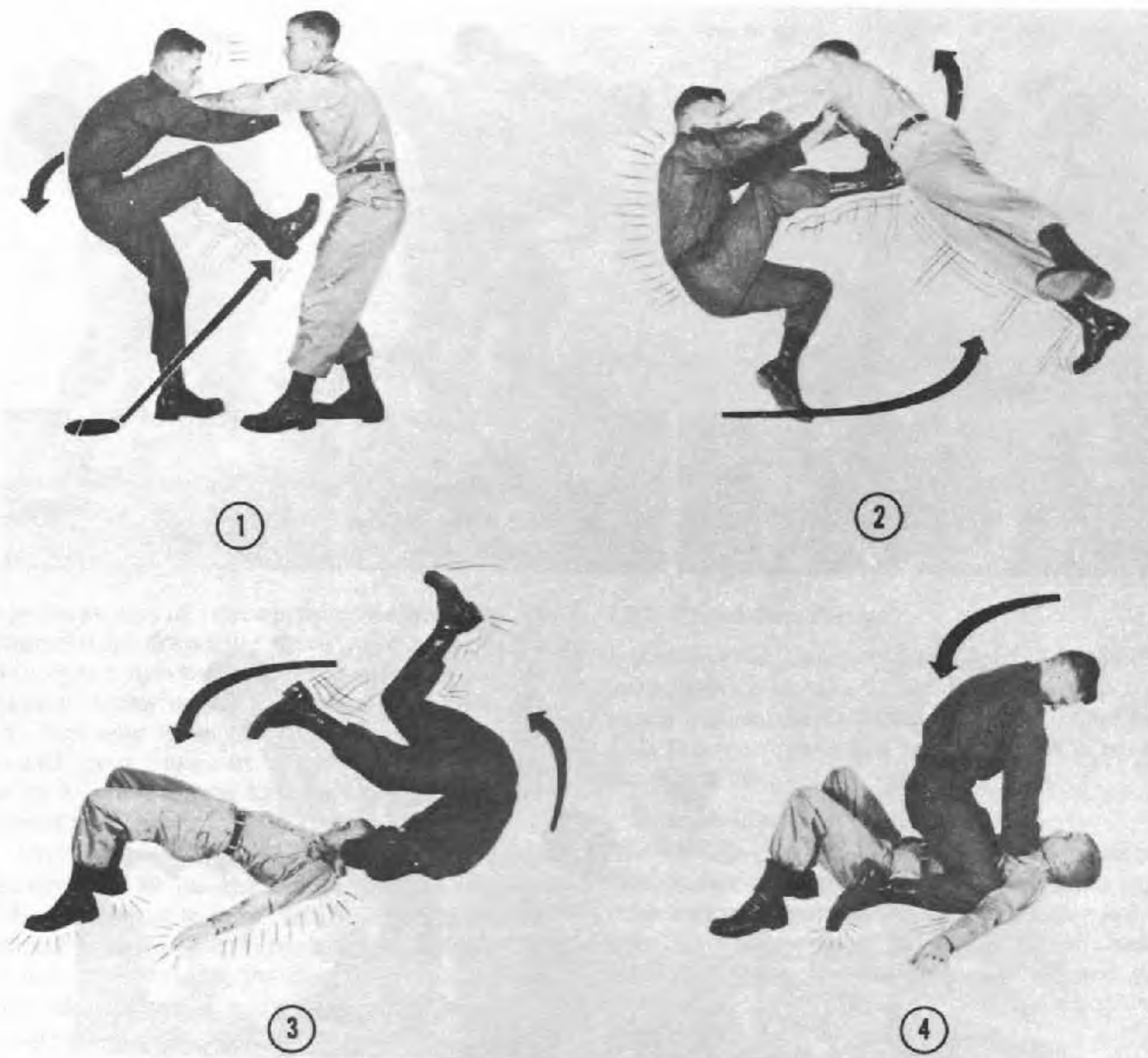


Figure 70. Overhead throw.

your back lower than his belt line (②, fig. 71). Brace yourself with the foot you thrust to the rear. As his momentum carries him over your back, thrust your arm back and up. Lift his leg or thrust your arm between his legs. As you do this straighten your legs fast and hard, throwing him over your back (③, fig. 71).

c. Followup or Recovery. The impact of falling may stun or disable your opponent. If this is the case move in and kick a vital body area. If he regains his feet before you are able to follow up you must continue the attack as appropriate to the situation.

d. Instruction and Commands. This movement is not executed at normal speed during training as the opponent's fall cannot be controlled. Men are instructed as to the technique, and practice a "walk-through" up to the point where the opponent is thrown. The command is BODY BLOCK, MOVE.

110. Overshoulder Throw

a. Objective and Use. The objective of the overshoulder throw is to grasp your opponent and propel him over your shoulder and head onto the ground. This throw is used best when your opponent is stationary and nonaggressive.

b. Description.

(1) Start the overshoulder throw from the guard position (facing your opponent). The first phase of this throw is identical to the first phase of the right hip throw and the footwork is identical throughout to that used in the right hip throw. Place your left foot in front and slightly inside of your opponent's left foot. At the same time, strike him vigorously on his right shoulder with the heel of your left hand and grab his clothing (①, fig. 72).

(2) Pivot to your left 180° on the ball of your left foot. Keep your right arm in position to pro-

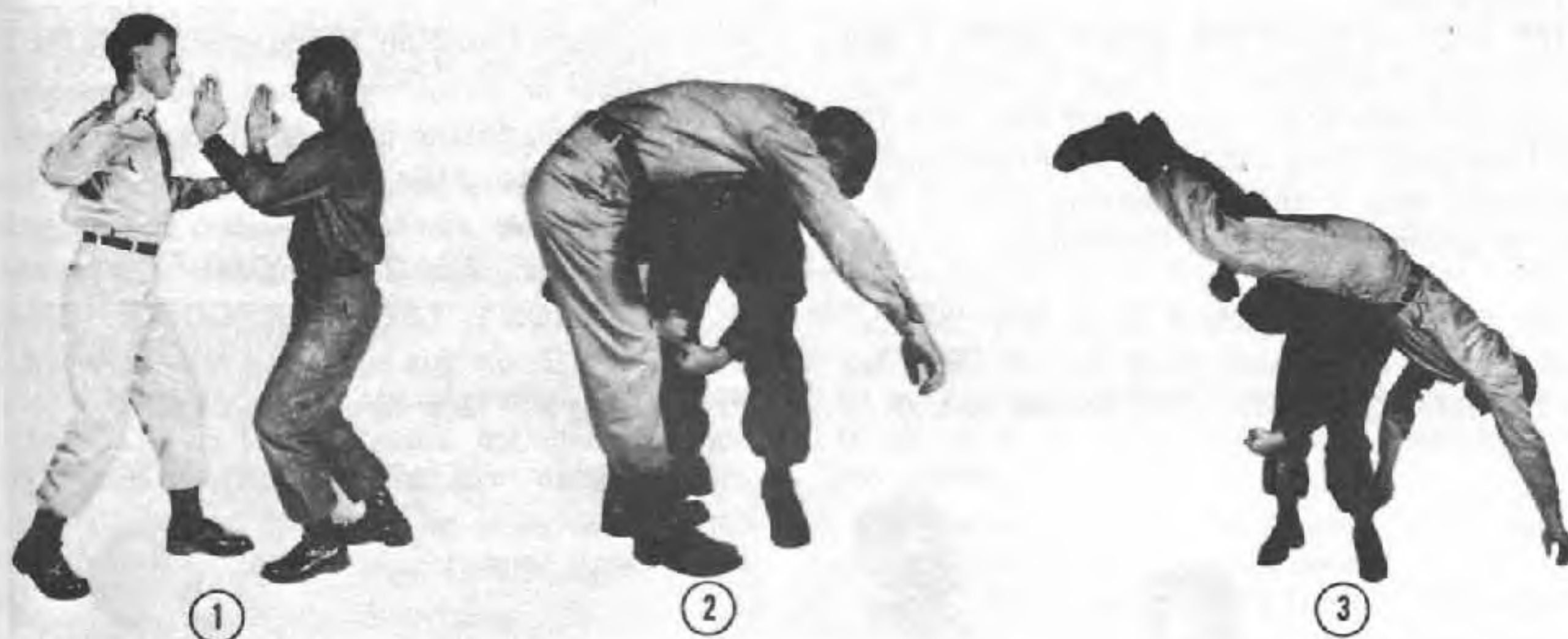


Figure 71. Body block.



Figure 72. Overshoulder throw.

protect your head and neck region until you near the completion of the pivot. Reach up and grab your opponent's clothing at his right shoulder with your right hand, and then grip him at this point with a double-hand hold. As you complete the pivot, pull your opponent forward and drive your buttocks into his midsection (②, fig. 72). Your buttocks are directly in front of your opponent's hips, your right foot is in front and slightly outside of your opponent's right foot, your elbows are as close to your body as possible, and your knees are bent.

(3) Straighten your legs, bend at the waist, and pull downward with both hands. This action will catapult your opponent over your shoulder (③, fig. 72). He assumes the rear fall position as he strikes the ground.

c. Followup or Recovery. Your opponent will fall with his head close to your feet. A stomp or kick is the best followup action.

d. Instruction and Commands. The overshoulder

throw is taught in three phases:

(1) **OVERSHOULDER THROW, PHASE ONE, MOVE**; on this command step forward, destroy your opponent's balance, and grasp his clothing.

(2) **PHASE TWO, MOVE**; on this command pivot, complete your hold and suspend your opponent upon your buttocks.

(3) **PHASE THREE, MOVE**; on this command throw him to the ground over your head. At normal speed the command is **OVERSHOULDER THROW, MOVE**.

111. Front Leg Takedown

a. Objective and Use. The objective of the front leg takedown is to upset your opponent's balance and take him down by pulling one leg out from under him. This takedown is used when the opponent is hesitant or when you are close to him and he is attempting to grasp you.

b. Description.

(1) Starting from the guard position and facing toward your opponent, lunge forward striking a forceful blow to his upper chest area with the palm of the hand. This will cause your opponent to momentarily step to the rear leaving one foot extended in order to maintain his balance (①, fig. 73).

(2) Once your opponent is in this position, instantly reach down and grasp his extended leg below the knee (②, fig. 73). Lift the leg as high as

possible with both hands (③, fig. 73) and push your opponent forcefully to the ground (④, fig. 73).

c. Follow or Recovery. When your opponent is on the ground follow up with kicks or stomps to vulnerable areas of the body.

d. Instruction and Commands. The front leg takedown is taught in three phases:

(1) FRONT LEG TAKEDOWN, PHASE ONE, MOVE; on this command step forward and strike a forceful blow to opponent's chest.



Figure 73. Front leg takedown.

(2) PHASE TWO, MOVE; on this command grasp your opponent's leg and lift it approximately waist high.

(3) PHASE THREE, MOVE; on this command raise the leg as high as possible and push your opponent to the ground. At normal speed the command is FRONT LEG TAKEDOWN, MOVE.

112. One Arm Takedown

a. Objective and Use. The objective of the one arm takedown is to block your opponent's punch or blow and use his extended arm as a lever to throw him to the ground. The best use is when your opponent strikes at your face or upper chest area.

b. Description.

(1) Starting from the guard position quickly shift your body to the left of your opponent's blow, at the same time deflecting the blow with the outside portion of the right forearm (①, fig. 74). In deflecting the blow immediately grasp your oppo-

nent's right wrist or forearm (②, fig. 74). With the heel of your left hand strike a forceful blow into your opponent's locked right elbow (③, fig. 74) breaking or dislocating the elbow and forcing your opponent to the ground (④, fig. 74).

(2) This movement can be executed on an opponent thrusting with his left hand simply by reversing the procedures outlined above.

c. Followup or Recovery. Follow up with a blow to your opponent's neck or kidney area, or a kick, to assist in bringing him down (should that be necessary).

d. Instruction and Commands. The one arm takedown is taught in two phases:

(1) ONE ARM TAKEDOWN, PHASE ONE, MOVE; on this command block the opponent's blow and grasp his arm.

(2) PHASE TWO, MOVE; on this command strike his elbow and force him to the ground. At normal speed the command is ONE ARM TAKE-DOWN, MOVE.

Section IV. BAYONET DISARMING

113. General

In combat any of the methods described in this section can be used to disarm an opponent whether he uses a long or short thrust. In training, however, you are taught bayonet disarming methods for both long and short thrust attacks. The text differentiates between the short and long thrust to enable you to judge the distance between the bayonet point and your body when practicing these techniques. When practicing the short thrust, you should be approximately arm's length from the bayonet point. When practicing the long thrust the distance is increased by 1 foot. The unarmed soldier should wait until his armed opponent has committed himself before attempting a disarming maneuver.

114. Pull and Push Counter

a. Objective and Use. The objective is to disarm your opponent and throw him to the ground. This counter is used best when you are a short thrust distance from your opponent.

b. Description.

(1) If your opponent attacks you with a short thrust, twist your body to the left and at the same time step to your right front. At the same time, strike the bayonet with your right forearm to deflect the blade from your body (①, fig. 75).

(2) As soon as the bayonet has passed your body, grab your opponent's left hand with your right hand. At the same time, take a long step with

your left foot toward your opponent's right, reach under his rifle with your left hand, and press your left shoulder against the upper portion of the hand-guard. With your left hand, grab his right hand where it holds the small of the stock (②, fig. 75).

(3) Pull with your left hand and push with your right hand. Keep your weight on your left foot and kick your opponent so that the calf of your right leg makes calf-to-calf contact on his right leg (③, fig. 75).

(4) Your opponent will fall to the ground and loosen his grip on his rifle (④, fig. 75).

c. Followup and Recovery. After taking your opponent's rifle, deliver a butt stroke or bayonet thrust to a vital area of his body.

d. Instruction and Commands. This counter is taught in three phases:

(1) PULL AND PUSH COUNTER, PHASE ONE, MOVE; on this command twist your body, step to the right and deflect the bayonet with your right forearm.

(2) PHASE TWO, MOVE; on this command grasp his hands and press with the left shoulder as directed.

(3) PHASE THREE, MOVE; on this command pull and push with the hands and kick the calf of his right leg with your right leg. This action will cause him to fall to the ground. At normal speed the command is PULL AND PUSH COUNTER, MOVE.



①



②



③



④

Figure 74. One arm takedown.

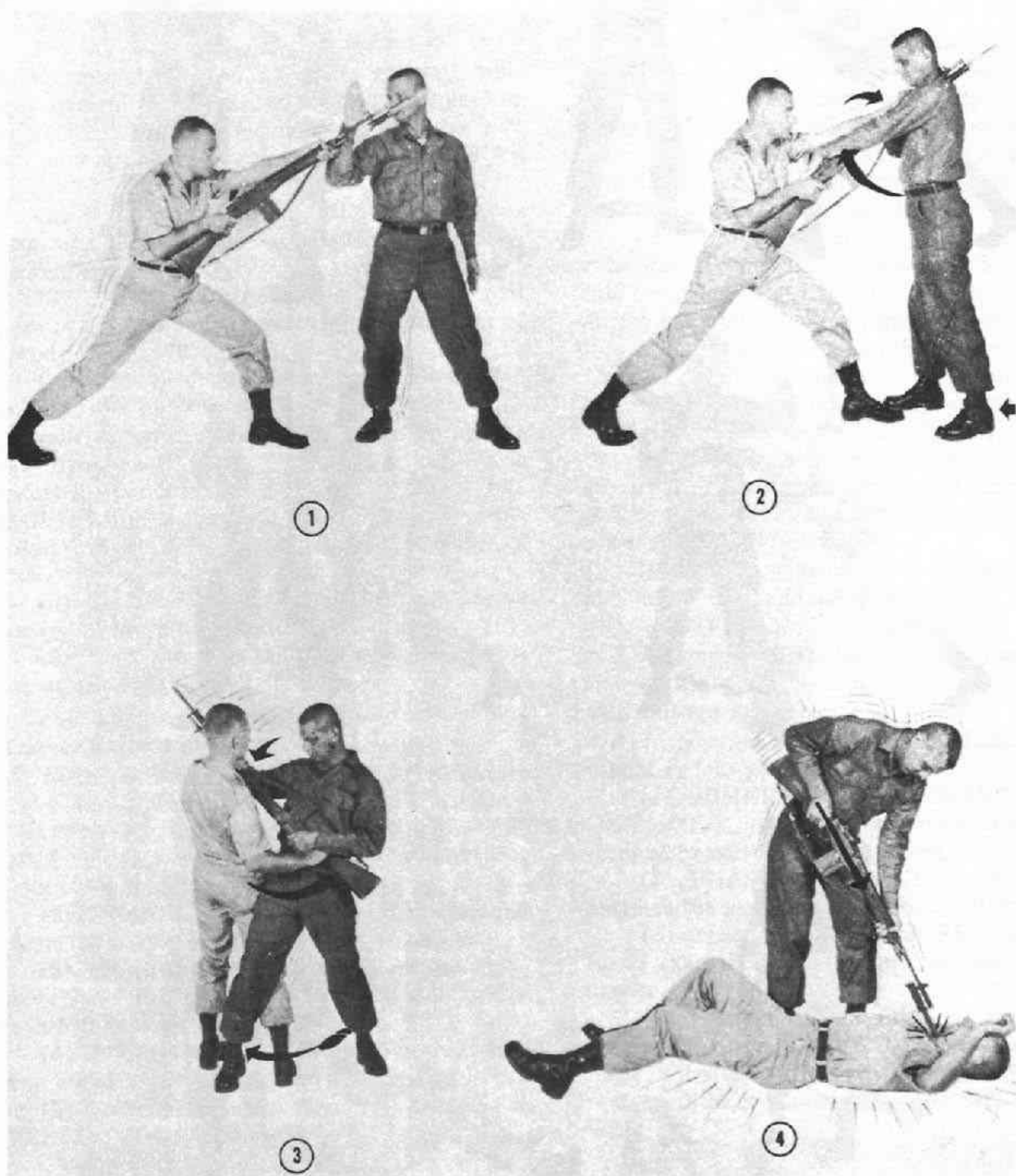


Figure 75. Pull and push counter.

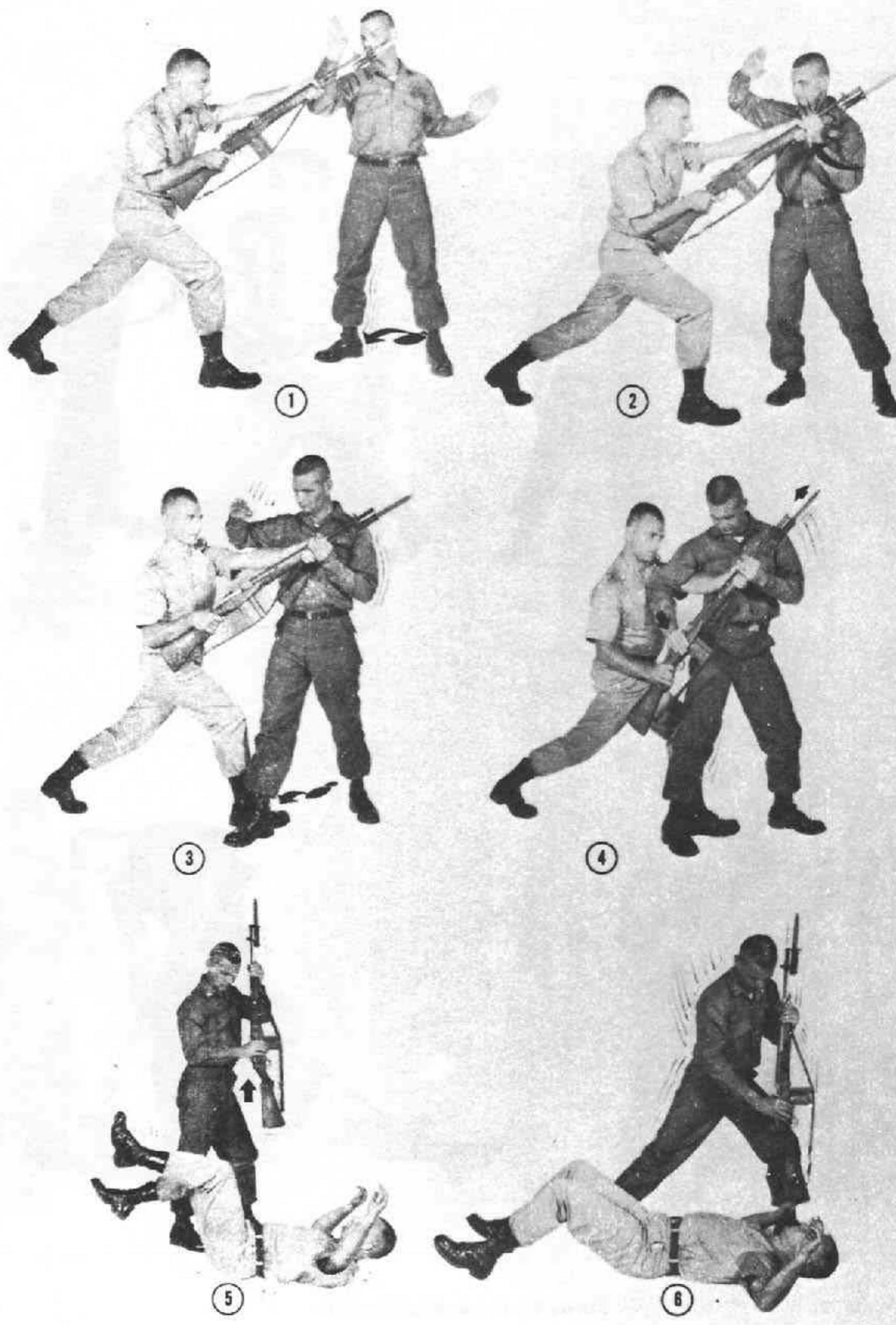


Figure 76. Overleg counter.

115. Overleg Counter

a. Objective and Use. The objective of this counter is to disarm your opponent, gain possession of his rifle, and throw him to the ground. It is used best when he makes a long thrust at you.

b. Description.

(1) As your opponent executes the long thrust, parry the bayonet to your left with your right forearm and sidestep to the right oblique. You are now in a position facing the side of his rifle with your groin area protected by your right leg (①, fig. 76).

(2) With your left hand, palm up, grab your opponent's left hand and the rifle from underneath (②, fig. 76).

(3) Twist your body to the left in front of your opponent and place your right leg in front of his body (③, fig. 76).

(4) With the right hand, palm down, grab his rifle from above at the receiver. Pull the rifle and your opponent across your right leg. at the same time, exert pressure with your right side against the outside of his left arm and elbow (④, fig. 76). Sufficient pressure with your side while pulling on the rifle can break your opponent's elbow.

(5) Continue pulling your opponent across your leg, throwing him to the ground (⑤, fig. 76).

(6) Keep the rifle and follow through with your attack (⑥, fig. 76).

c. Followup or Recovery. Follow up with a butt stroke or bayonet attack.

d. Instruction and Commands. This counter is taught in four phases:

(1) OVERLEG COUNTER, PHASE ONE, MOVE; on this command execute the movement as described in *b* (1) above.

(2) PHASE TWO, MOVE; on this command execute the movement described in *b* (2) above.

(3) PHASE THREE, MOVE; on this command perform the movement specified in paragraph *b* (3) above.

(4) PHASE FOUR, MOVE; on this command complete the counter as described in *b* (4) and (5) above. At normal speed the command is OVERLEG COUNTER, MOVE.

116. Somersault Counter

a. Objective and Use. The objective of this counter is to disarm your opponent, take his rifle, and throw him to the ground. It is used best when he is making a vigorous long thrust at you.

b. Description.

(1) As your opponent executes the long thrust, parry his bayonet to your right with your left forearm. As you parry with your left forearm, move your body to the left oblique, stepping off to your left front with your left foot. You are now in a position facing his rifle from the side with your groin area protected by your left leg (①, fig. 77).

(2) With the palms of your hands, strike his rifle near the muzzle and drive the bayonet point into the ground (②, fig. 77). Do not follow the rifle all the way down. Allow your opponent's momentum to ram the bayonet into the ground.

(3) Grab the rifle butt with your left hand and with your right hand grab your opponent anywhere on his back or head (③, fig. 77).

(4) To disarm your opponent you drive the stock to his rifle into his body and simultaneously pull him with your right hand, spinning him to the ground (④, fig. 77).

(5) Now you should be in possession of your opponent's rifle and in a position to attack him (⑤, fig. 77).

c. Followup or Counter. When you gain possession of his rifle deliver a butt stroke or bayonet attack as appropriate.

d. Instruction and Commands. This counter is taught in four phases:

(1) SOMERSAULT COUNTER, PHASE ONE, MOVE; on this command execute the movement as prescribed in *b* (1) above.

(2) PHASE TWO, MOVE; on this command perform the movement described in *b* (2) above.

(3) PHASE THREE, MOVE; on this command execute the movement prescribed in *b* (3) above.

(4) PHASE FOUR, MOVE; on this command complete the counter by executing the movement as described in *b* (4), and (5) above. At normal speed the command is SOMERSAULT COUNTER, MOVE.

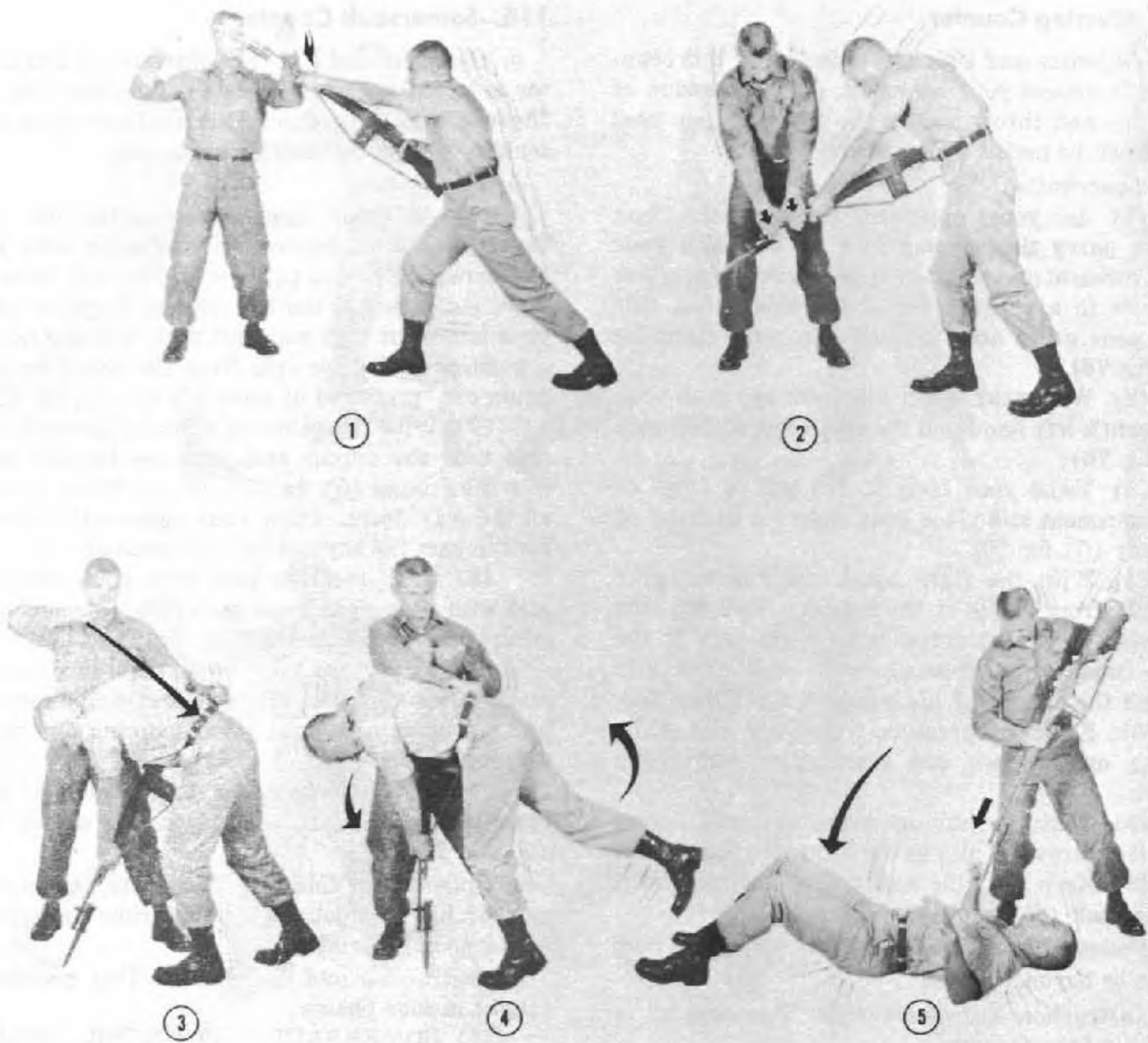


Figure 77. Somersault counter.

Section V. KNIFE ATTACK AND DEFENSE

117. General

A knife (or bayonet), properly employed, is a deadly weapon. You can use it on patrols to silence an enemy sentry or you can use it for close-in fighting when you do not have a rifle.

118. Grip

a. The proper knife grip is essential for maximum control. To form a proper grip begin by laying the knife diagonally across the out-stretched palm of your hand (①, fig. 78).

b. Grasp the small part of the handle next to the cross guard with your thumb and forefinger. Your middle finger encircles the handle at its largest point (②, fig. 78). Do not hold the knife too tightly.

c. When the knife is held in this manner it can be maneuvered in all directions. You can control the direction of the blade by a combination movement of the forefinger and middle finger and a turning of the wrist. When the palm is turned up and you are holding the knife in your right hand, you can slash to the right or left. When the palm is turned down, you also can slash in either direction. You can thrust when the palm is held either up or down. Just before the knife makes contact you hold it tightly with all fingers (③, fig. 78).

119. Stance

When engaging in a knife attack your stance (fig. 79) is similar to the front guard position. The only difference is the position of your arms.

The knife is held waist high and in front of your body. Your left arm and hand act as a guard or foil and help create an opening for a slash or thrust. You also may use your left hand to distract your opponent's attention by throwing something or by

A deep wound in the stomach causes death if the wound is unattended.

c. *The Heart*. A thrust into the heart causes almost instant death (③, fig. 81). This spot is difficult to hit because of the protecting ribs. A hard



Figure 78. Gripping the knife.

making a sudden darting motion toward him. When you are in this stance your knees are bent to provide mobility and balance. In this stance, you also are able to protect your midsection and throat area.

120. Modified Stance

In the modified stance (fig. 80) you conceal the knife until your opponent knows what you have or until you thrust or slash with it. The knife is concealed behind the right leg.

121. Front Attack

When you attack an opponent from the front with a knife he instinctively tries to protect his stomach and throat. If he is wounded in one of the places his fear may be so great that he forgets to defend himself and you can kill him.

a. *The Throat*. You can attack the throat with either a thrust or a slash. The thrust is most effective if the knife is driven into the base of the throat just below the Adam's apple (①, fig. 81). This type blow cuts the jugular vein and results in almost instant death. A slash to either side of the neck cuts the carotid artery which carries blood to the brain. Your opponent will die within a few seconds from loss of blood.

b. *The Stomach*. A thrust combined with a slash to the stomach produces great shock (②, fig. 81). Your opponent will be stunned and unable to defend himself. You can then deliver a killing blow.

thrust, however, usually will slip off the rib and penetrate the heart.

d. *The Wrist*. A slash to the wrist will sever the radial artery, causing death within 2 minutes (④, fig. 81). This type of attack is excellent if your opponent attempts to grab your clothing or arm. The radial artery is one-quarter inch below the surface of the skin. Unconsciousness results in about 30 seconds.

e. *The Upper Arm*. A slash to the upper arm just above the inside of the elbow cuts the brachial artery and causes death within 2 minutes (⑤, fig. 81). This artery is about one-half inch below the skin surface. Unconsciousness occurs in about 15 seconds.

f. *The Leg*. A slash to the inside of the leg near the groin severs the arteries there and makes the leg useless (⑥, fig. 81).

122. Attack From the Rear

When attacking an opponent from the rear you should launch your attack immediately upon reaching a position not less than 5 feet from him.

a. *The Kidney*. Thrust the knife into your opponent's kidney and simultaneously grab his mouth and nose with your other hand (①, fig. 82). After a short interval withdraw the blade, slashing as you do so, and then cut his throat. The thrust to the kidney produces great shock and causes internal hemorrhage and death.



Figure 79. Stance with knife.

b. Side of the Neck. A thrust into the side of the neck is effective when you want to maintain silence (②, fig. 82).

c. The Throat. A slash across the throat from

the rear severs the windpipe and jugular vein (③, fig. 82).

d. The Subclavian Artery. The subclavian artery is approximately 2½ inches below the surface between the collarbone and the shoulder blade. Attack this spot with a thrust by gripping the knife as depicted in ④, figure 82. As you withdraw the knife, slash to make the wound as large as possible. This artery is difficult to hit, but once it is cut the bleeding cannot be stopped and your opponent will lose consciousness within seconds. Death will follow rapidly.

123. Advanced Techniques Against Knife Attack

Basic techniques of defense against knife attack (para 94) do not prescribe disarming the opponent by hand. Such practice is an advanced technique due to the exactness necessary to complete the disarming. An advanced hand-to-hand fighter should know the following methods of disarming an opponent who attacks with a knife.

a. A counter to the downward stroke is shown in figure 83. Block your opponent's arm by bending your left fist forward and making contact with his wrist. Step through with your right foot to protect your groin. Keeping your left arm horizontal, bring your right hand underneath the upper part of your opponent's knife arm and grasp your left fist (①, fig. 83). Bend forward swiftly from the waist and put pressure on your opponent's arm (②, fig. 83). This causes him to release his knife and fall backward.

b. A counter to the upward stroke is shown in figure 84. Catch your opponent's wrist or forearm in the "V" formed by crossing your arms at the wrist. At the same time, glide slightly to the rear to keep the knife from cutting your stomach (①, fig. 84). Upon stopping his blow, grab your opponent's right hand with your left hand and place your thumb on the back of his hand. Reinforce this hold by grabbing his wrist with your right hand and place your left thumb on the back of his hand (②, fig. 84). Twist his wrist to his left and bend his hand toward his forearm causing him to fall to the ground (③, fig. 84).



①



②

Figure 80. Modified stance with knife.

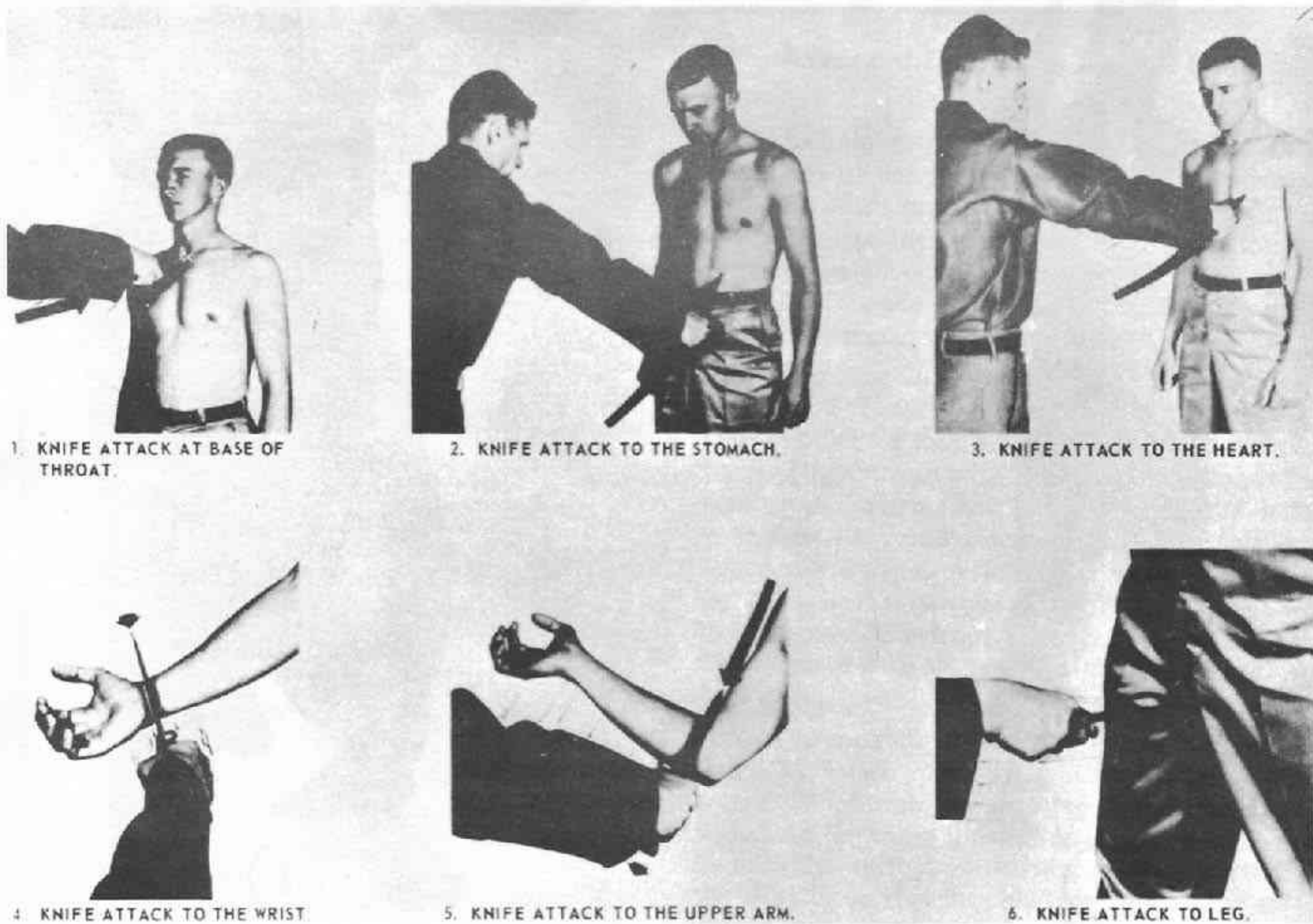


Figure 81. Frontal knife attack to vital body areas.



1. KNIFE ATTACK FROM REAR TO THE KIDNEY.



2. KNIFE ATTACK FROM REAR TO SIDE OF THE NECK.



3. KNIFE ATTACK FROM REAR TO THE THROAT.



4. KNIFE ATTACK FROM REAR TO THE SUBCLAVIAN ARTERY.

Figure 82. Knife attack, from the rear, to vital body areas.



1. SECOND COUNTER AGAINST
DOWNWARD STROKE.

①



2. CONTINUED.

②

Figure 88. Counter against downward stroke.

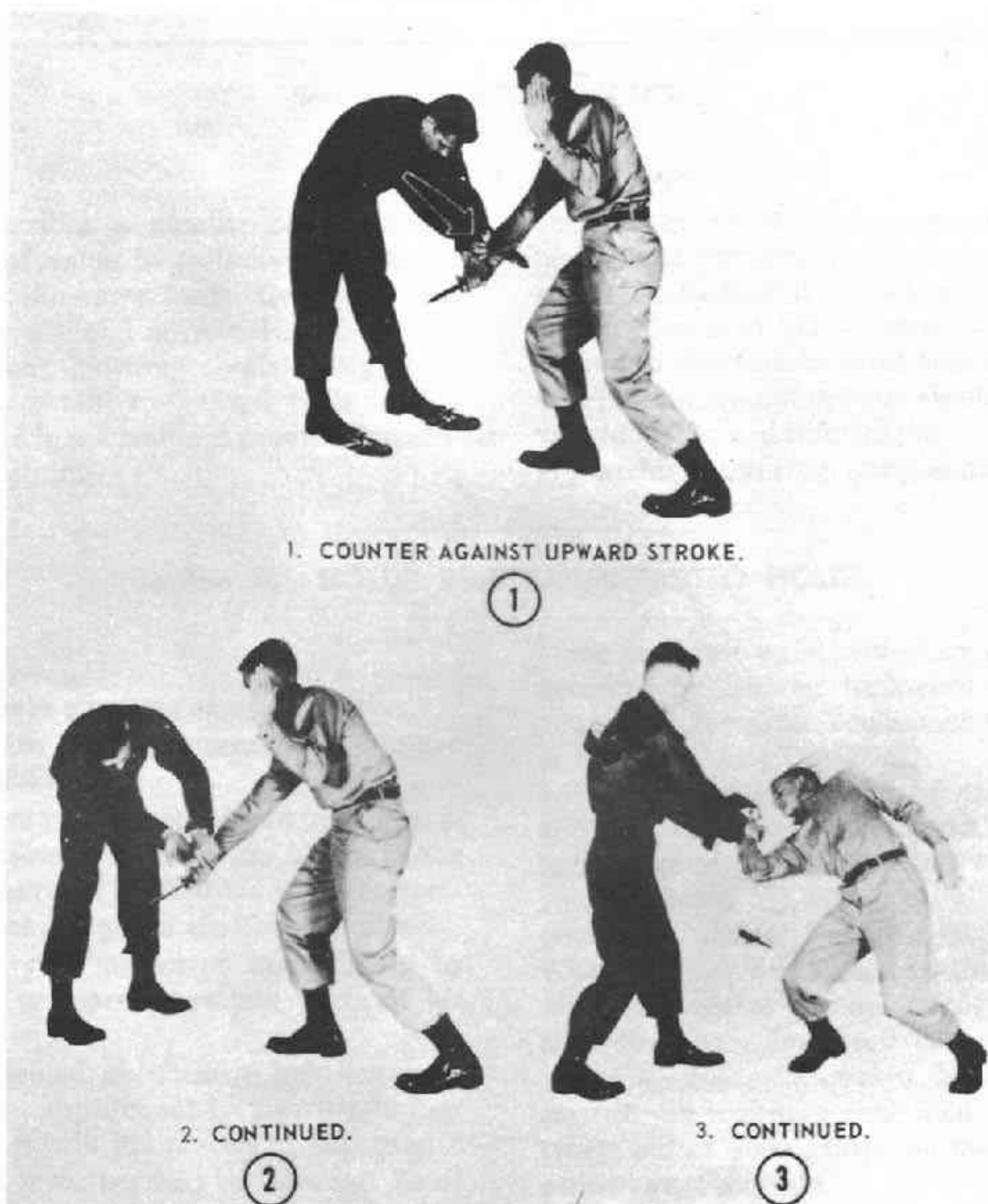


Figure 84. Counter against upward stroke.

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CHAPTER 8

SPECIALIZED SKILLS

Section I. INTRODUCTION

124. Purpose

This chapter describes a number of specialized skills which are of value to a limited number of soldiers on a need-to-know basis. Generally, this training follows basic and advanced hand-to-hand fighting instruction; however special assignment may dictate that certain specialized skills in this chapter be included in the training program regardless of previous training.

125. Scope

Included in this chapter are a variety of holds and methods of breaking holds; come-along techniques which can be used if the soldier does not, for some reason, desire to kill or disable his opponent; descriptions for variations of throws and takedowns which are more difficult to execute than similar advanced skills; and information concerning methods of searching, securing, and gagging prisoners.

Section II. HOLDS AND COUNTERS TO HOLDS

126. General

a. The three main purposes of a hold are:

(1) To subdue your opponent until you can secure him for safekeeping.

(2) To injure your opponent and place him in a position to receive your followup blows to the more vulnerable parts of his body in order to overcome his resistance and eliminate him as a threat.

(3) To kill your opponent immediately by applying enough pressure to certain parts of his body.

b. Properly executed, any strangle hold can cause unconsciousness in approximately 2 or 3 minutes. Continued pressure will kill a man in less than 4 minutes. Caution must be used in training: holds are applied with some pressure to assure understanding of the power involved, yet not enough pressure to cause damage.

127. Front Strangle Hold

a. *Objective and Use.* The objective is to encircle your opponent's head with your arm and strangle him. The front strangle hold is particularly good against a low frontal attack.

b. *Description.*

(1) As your opponent charges, strike his right shoulder with your left hand to slow his momentum and slip your right forearm under his throat and clamp his head under your right arm.

Clasp your left wrist with your right hand. Apply pressure by leaning backward and lifting with your right forearm. You can choke your opponent in this position (①, fig. 85).

(2) Another method of executing this hold, and one which acts more swiftly, is to grab the knife edge of your right hand with the fingers of your left hand (②, fig. 85). Pull forcefully toward your chest and, at the same time, lean backward. When applying this hold, keep the bony, inside edge of your forearm across your opponent's Adam's apple for maximum effectiveness.

c. *Followup or Recovery.* No followup is necessary if you maintain your hold. If your opponent twists out of your grasp you must apply followup action as appropriate.

d. *Instruction and Commands.* The front strangle hold is taught in three phases:

(1) FRONT STRANGLE HOLD, PHASE ONE, MOVE; on this command slow his momentum.

(2) PHASE TWO, MOVE; on this command clamp your arm around your opponent's head.

(3) PHASE THREE, MOVE; on this command apply pressure by leaning backward and lifting. At normal speed the command is FRONT STRANGLE HOLD, MOVE.

128. Side Collar Strangle Hold

a. *Objective and Use.* The objective of the side

collar strangle hold is to strangle your opponent utilizing his collar as hand holds. This hold is used best when your opponent is on the ground and unable to attack your groin. It causes unconsciousness and eventual death by stopping the flow of air to the lungs.

b. Description. Grip your opponent well back on his collar with both hands, palms out (fig. 86). Use his collar for leverage and place the second knuckle of your forefingers behind the Adam's apple at the sides of his neck. Place both your thumbs below his Adam's apple, applying continuous pressure inward by straightening the elbows and wrist.

c. Followup or Recovery. If you maintain your hold no followup is necessary. Should your opponent break your hold you must apply followup action as appropriate.

d. Instruction and Commands. The side collar strangle hold is taught in two phases:

(1) SIDE COLLAR STRANGLE HOLD, PHASE ONE, MOVE; on this command grip your opponent's collar and place the knuckles of the forefinger as prescribed.

(2) PHASE TWO, MOVE; on this command place the thumbs and apply pressure. At normal speed the command is SIDE COLLAR STRANGLE HOLD, MOVE.

129. Cross Collar Strangle Hold

a. Objective and Use. The objective is to strangle your opponent. To be effective, this hold must be executed on an opponent who has an open collar or lapels on his coat or jacket.

b. Description.

(1) Cross your hands at the wrists and grab the collar openings with your fingers on the inside and your thumbs on the outside (fig. 87). Pull with your fingers and scissor your hands against your opponent's throat. He will drop to the ground unconscious if the hold is executed properly.

(2) This strangle hold also can be executed from the rear. Cross your arms in front of your opponent's throat, seize his clothing at the neck, and pull your hands in opposite directions.

c. Followup or Recovery. If you maintain your hold no followup is necessary. Should your opponent break your hold a knee lift to the groin or a takedown should be used as appropriate.

d. Instruction and Commands. This hold is taught in two phases:

(1) CROSS COLLAR STRANGLE HOLD, PHASE ONE, MOVE; on this command cross your hands and grasp his collar as prescribed.

(2) PHASE TWO, MOVE; on this command pull with fingers and press your hands across your opponent's throat. At normal speed the command is CROSS COLLAR STRANGLE HOLD, MOVE.



Figure 85. Front strangle hold.

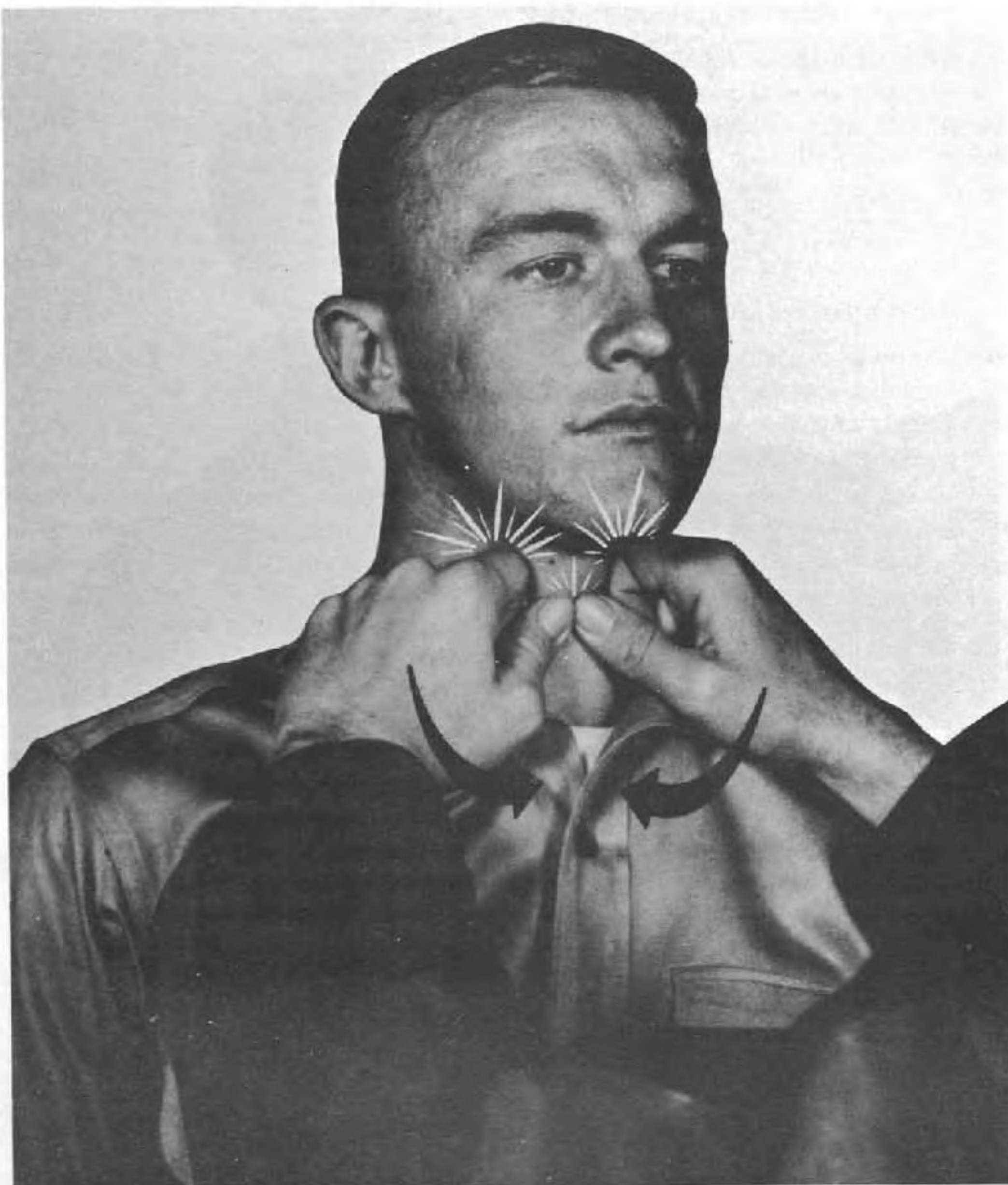


Figure 86. Side collar strangle hold.

130. Full Nelson

a. Objective and Use. The objective of this hold is to force your opponent to the defensive and subdue him. It is used best when you gain a position to his rear.

b. Description.

(1) Execute this hold from the rear. Place both arms well up into your opponent's armpits and place your hands on the back of his head. Interlock your fingers (①, fig. 88).

(2) Apply downward pressure on the back of his head and upward pressure under his arms (②, fig. 88). This should subdue him.

c. Followup or Recovery. If your opponent should slip out of the hold he probably will turn to face you, follow up with a kick.

d. Instruction and Commands. The full nelson is taught in two phases:

(1) FULL NELSON, PHASE ONE, MOVE; on this command (from the rear of your opponent) place your arms up into his armpits and your hands on the back of his head.

(2) PHASE TWO, MOVE; on this command apply pressure downward on his head and upward under his arms. At normal speed the command is FULL NELSON, MOVE.

131. Hammerlock

a. Objective and Use. The objective of this hold is to place your opponent's arm in a painful position in order to subdue him. It is used best when you can catch his arm at the wrist and pull it to his rear.

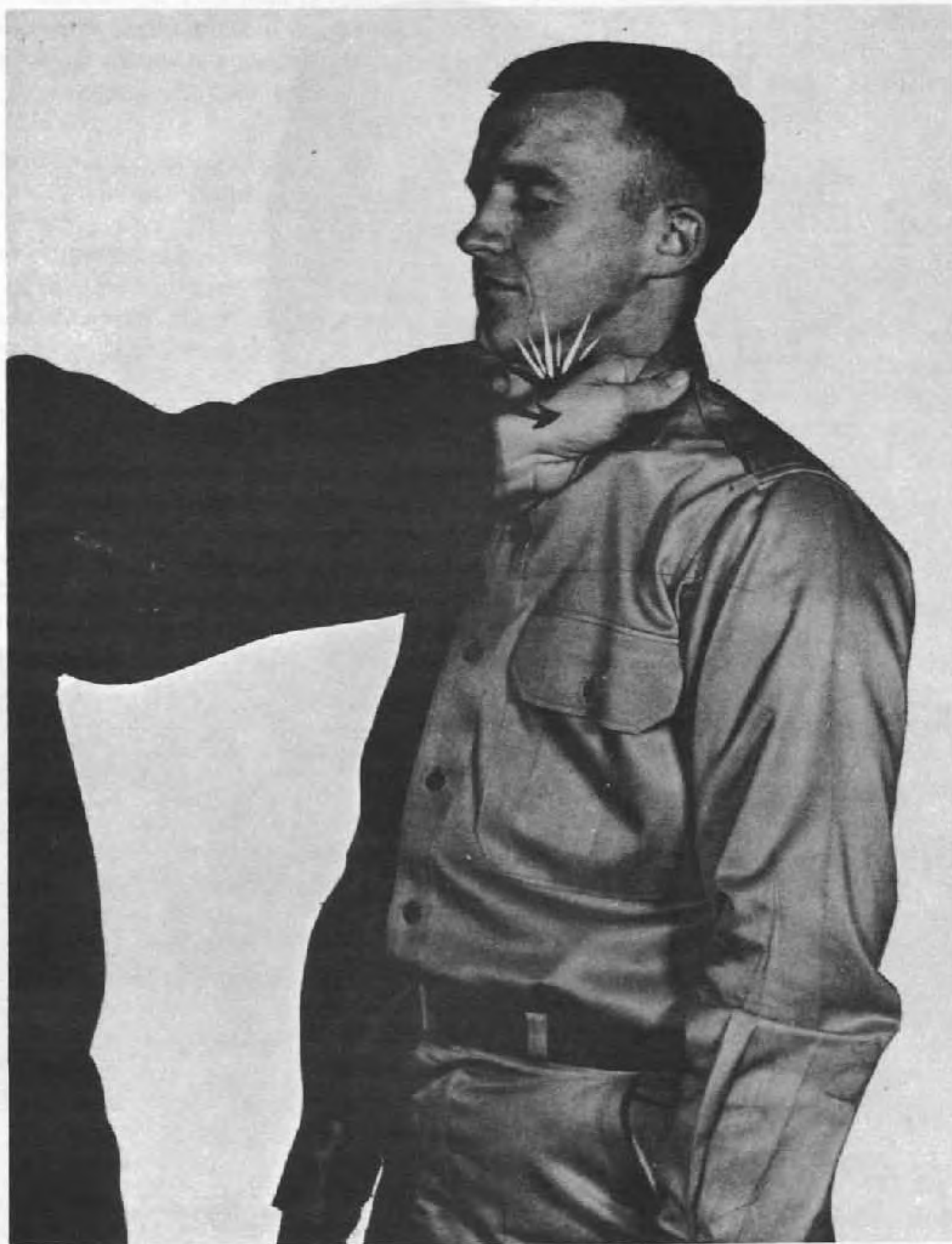


Figure 87. Cross collar strangle hold.

b. Description.

(1) To execute the hammerlock from the rear, grab your opponent's hand or wrist and pull backward. Then force his forearm up toward his head. By keeping your right hand at his right elbow and continuing to force his arm up, you can dislocate his shoulder (fig. 89).

(2) To execute the hammerlock when facing your opponent, grab his right wrist with both hands. Pivot to your left 180°. During the pivot, raise your opponent's arm above your head and step beneath it and behind him at the completion of your turn.

c. Followup or Recovery. If you should lose your

hold on your opponent's wrist follow up with a blow to a vulnerable area or a kick as appropriate.

d. Instruction and Command. The hammerlock is taught in one movement. The command is HAMMERLOCK, MOVE.

132. Double Wristlock

a. Objective and Use. The objective of the double wristlock is to immobilize your opponent's arm and put pressure on his elbow joint. It is used best when your opponent is to your rear and in the act of reaching around your waist.

b. Description.

(1) To execute a double wristlock, grab your

opponent's right wrist with your left hand (①, fig. 90). Pass your right hand and arm over his right upper arm, under his bent elbow, and clasp your left wrist, completing the double wristlock (②, fig. 90).

(2) You can continue into a twisting hammerlock by jerking his arm up and back (③, fig. 90).

(3) Step 4, figure 90, illustrates a variation of the double wristlock.

c. Followup or Recovery. If you cannot complete the hold, or your opponent withdraws his arm, drive your elbow to his ribs or strike him in the groin.

d. Instruction and Commands. The double wristlock is taught in two phases:

(1) DOUBLE WRISTLOCK, PHASE ONE, MOVE; on this command grasp your opponent's wrist with your left hand.

(2) PHASE TWO, MOVE; on this command pass your right hand and arm over his upper arm, under his bent elbow, and clasp your left wrist. At normal speed the command is DOUBLE WRISTLOCK, MOVE.

133. Counters to Holds

If your opponent succeeds in getting a hold on you, you must break the hold before or immediately after he completes it. Bite, kick, or hit him at vulnerable points to help loosen or break the hold before he can apply pressure. By escaping from your opponent's grasp immediately, you can take the offense and attack him.

134. Counters to a Choke Hold

a. Objective and Use. Your objective in countering a choke hold is to act quickly to break the hold. Use of this counter works best if your opponent's arms are extended.

b. Description.

(1) When your opponent attempts to choke you, use a roundhouse arm swing to break his hold (①, fig. 91).

(2) As you swing your arm over his arms pivot in the direction of your swing to get as much of your body weight as possible behind your arm swing (②, fig. 91). This causes your opponent to loosen his hold.

(3) This escape also can be used against a



Figure 88. Full Nelson.



Figure 89. Hammerlock.

choke hold from the rear. Swing your arm and pivot around facing your opponent as you swing.

c. Followup or Recovery. Be prepared to strike him in the face or neck with a backward, knife edge blow of your hand before he recovers.

d. Instruction and Command. This choke hold counter is taught in one phase. The command is COUNTER TO (FRONT or REAR) CHOKE HOLD, MOVE.

135. Throw Counter to a Front Hold, Arms Pinned

a. Objective and Use. The objective of this counter is to break your opponent's hold and throw him to the ground. The use of this counter is when your opponent has applied a close hold from the front and has pinned your arms.

b. Description.

(1) To escape an opponent who has grabbed you around the body and pinned your arms in a front overarm bear hug (①, fig. 92), force your hips to the rear leaving a space between your bodies. Then grab or strike into his groin (②, fig. 92).

(2) Pivoting on your left foot, place your right foot outside of your opponent's right foot. Slip your right arm under his left armpit and grab him across the back. With your left hand grab his right upper arm, pulling it forcefully. Drive your buttocks into his midsection and at the same time twist to your left. Lift with your right arm and pull with your left hand, throwing your opponent over your hip and to the ground (③, fig. 92).

c. Followup or Recovery. As your opponent strikes the ground, followup with a blow to a vulnerable point.

d. Instruction and Commands. This counter to a front hold, arms pinned, is taught in three phases:

(1) THROW COUNTER TO A FRONT HOLD, ARMS PINNED, PHASE ONE, MOVE; on this command force your hips to the rear and attack his groin.

(2) PHASE TWO, MOVE; on this command, pivot, move your right foot outside your opponent's right foot, slip your right arm under his left arm and around his back and grasp his right arm pulling down forcefully.

(3) PHASE THREE, MOVE; on this com-



①



②



③



④

Figure 90. Double wristlock.

mand drive your buttocks into his midsection and twist to your left, lift and pull him over your hip to the ground. At normal speed the command is **THROW COUNTER TO A FRONT HOLD, ARMS PINNED, MOVE.**

136. Push-Pull Counter to Front Arms Free Hold

a. Objective and Use. The objective is to break this hold quickly. The best use is when your arms are free.

b. Description.

(1) An opponent may lock his arms around your waist and attempt to bend you over backwards with a front underarm bear hug (①, fig. 93).

(2) To counter this hold, place the thumb of your left hand under the base of your opponent's nose. Put your right arm around his waist. By pressing with your left thumb and pulling his waist toward you, he either loosens his grip or is forced backward (②, fig. 93).

c. Followup or Recovery. Followup with a knee lift to the groin or a kick.

d. Instruction and Commands. This counter is taught in two phases:

(1) **PUSH-PULL COUNTER TO FRONT HOLD, ARMS FREE, PHASE ONE, MOVE;** at this command place the left thumb under the base of your opponent's nose, and put your right arm around his waist.

(2) **PHASE TWO, MOVE;** on this command

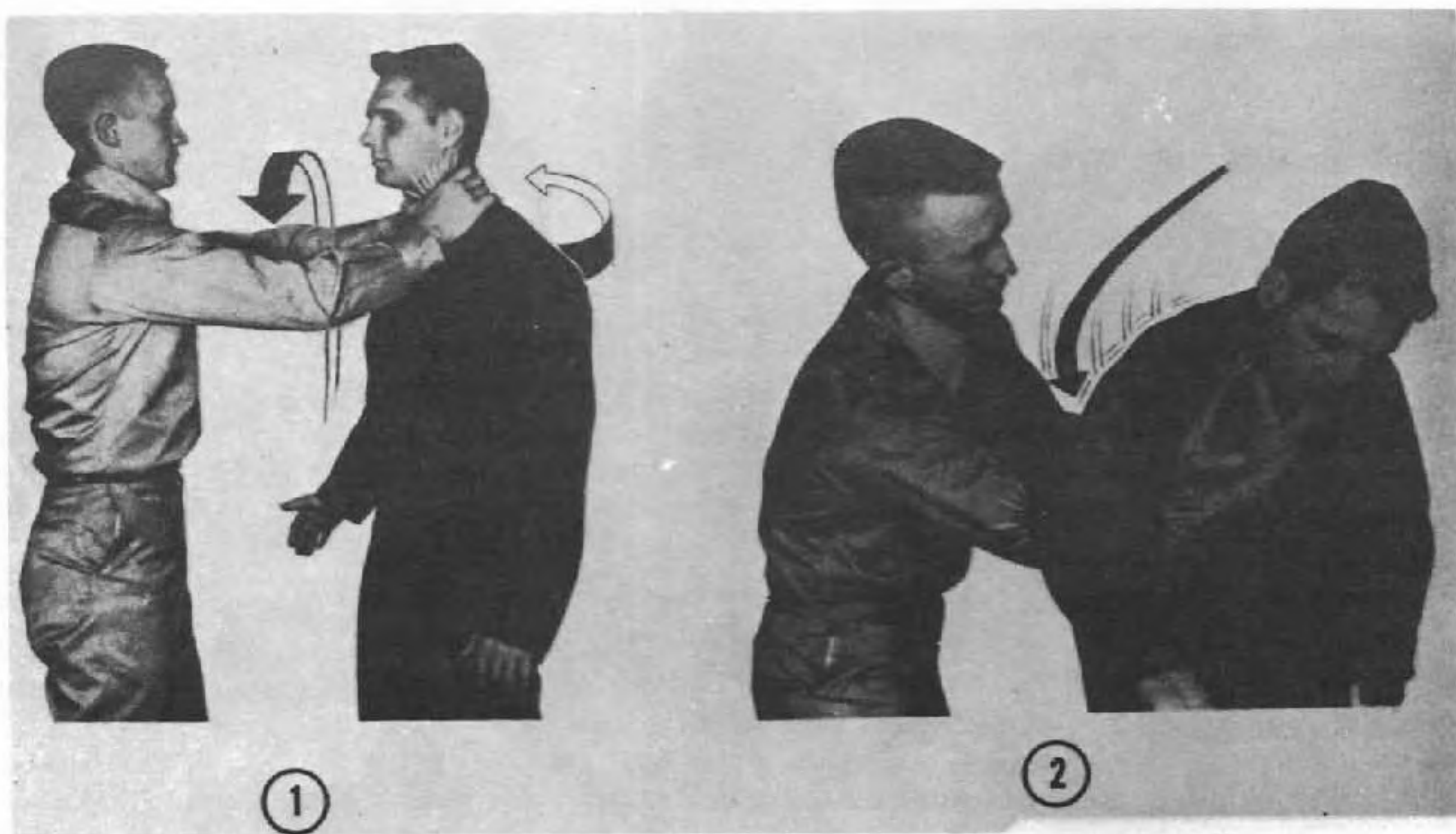


Figure 91. Counter to a choke hold.



Figure 92. Throw counter to a front hold, arms pinned.

press with your left thumb and pull his waist toward you. At normal speed the command is **PUSH-PULL COUNTER TO FRONT HOLD, ARMS FREE, MOVE.**

137. Counter to a Two-Hand Grip on One Wrist

a. Objective and Use. The objective of this counter is to break the grip on your wrist. It is used when your opponent is facing you and has grasped one of your wrists with both hands.

b. Description.

(1) Your opponent may grab you with a two-hand grip on one wrist (①, fig. 94).

(2) To counter it, step forward with your right foot and bend both knees. Keeping the trunk of the body upright, bring your right elbows close to your stomach and reach across with your left hand and grab your right fist (②, fig. 94).

(3) By straightening your legs and pulling back with the power of your body and arms, you bring pressure on your opponent's thumbs, forcing him to release his hold. At the completion of the



Figure 93. Push-pull counter to front hold, arms free.

counter, you are in position to deliver a followup blow (③, fig. 94).

c. *Followup or Recovery.* Deliver a blow to your opponent's head or neck with the knife edge of your right hand.

d. *Instruction and Commands.* This counter is taught in two phases:

(1) COUNTER TO TWO-HAND GRIP ON ONE WRIST, PHASE ONE, MOVE; on this command step forward with your right foot, bend both knees, reach across with left hand and grasp the right fist.

(2) PHASE TWO, MOVE; on this command straighten your legs, pull back with the body and legs to break the hold. At normal speed the command is COUNTER TO TWO-HAND GRIP ON ONE WRIST, MOVE.

138. Counter to an Overhand Grip on Both Wrists

a. *Objective and Use.* The objective of this counter is to break your opponent's hold on both your wrists. This counter can be used only when this hold is applied with your opponent facing you.

b. *Description.*

(1) Your opponent may grab you with an overhand grip on both wrists (①, fig. 95).

(2) To counter it, step forward with either foot and bend both knees. At the same time, bend your arms so the elbows are close to your lower abdomen. Pull your opponent forward and downward (②, fig. 95).

(3) Execute the counter by straightening your legs, pulling back with your body, and pushing your arms upward in one motion. Speed is important if the counter movement is to be effective (③, fig. 95).

c. *Followup or Recovery.* Follow up by driving both of your raised hands forcefully downward on the junction of your opponent's head and shoulders.

d. *Instructions and Commands.* This counter is taught in two phases:

(1) COUNTER TO OVERHAND GRIP ON BOTH WRISTS, PHASE ONE, MOVE; on this command step forward with either foot, bend both knees and at the same time bend your arms. This will pull your opponent forward and downward.

(2) PHASE TWO, MOVE; on this command straighten your legs, arch your back and push your arms upward. At normal speed the command is

COUNTER TO OVERHAND GRIP ON BOTH WRISTS, MOVE.

139. Overhead Counter to Rear Body Hold, Arms Pinned

a. Objective and Use. The objective is to get your opponent off your back and break the hold by throwing him to the ground. This counter is used best when your opponent has a close hold from the rear with your arms pinned.

b. Description.

(1) Your opponent may grab you around the body and pin both your arms in a rear overarm body hold (①, fig. 96).

(2) Loosen his grip by stomping on his instep or kicking him on the shin. Raise your elbows shoulder high and at the same time lower your body quickly by bending your knees (②, fig. 96).

(3) Turning your body slightly to the right, drive your elbow forcefully into your opponent's side or midsection so he will release his grip (③, fig. 96).

(4) Continue the movement by reaching up with your right hand and grabbing his right upper arm just above his elbow. Grip his right wrist with your left hand and throw him over your head (④, fig. 96).

c. Followup or Recovery. Your opponent is at your feet upon completion of the counter. Followup by stomping or kicking his head or other vital area.

d. Instruction and Commands. This counter is taught in three phases:

(1) OVERHEAD COUNTER TO REAR BODY HOLD, ARMS PINNED, PHASE ONE, MOVE; on this command stomp opponent's instep

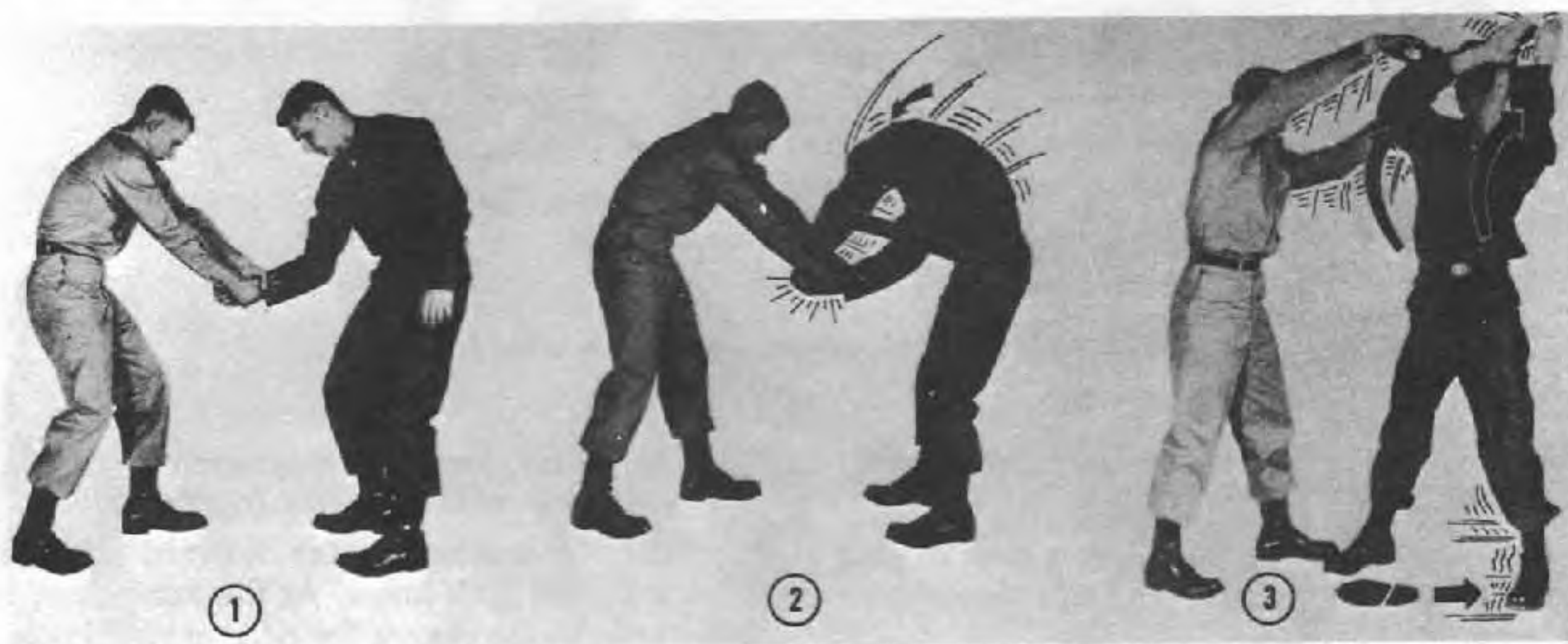


Figure 94. Counter to a two-hand grip on one wrist.

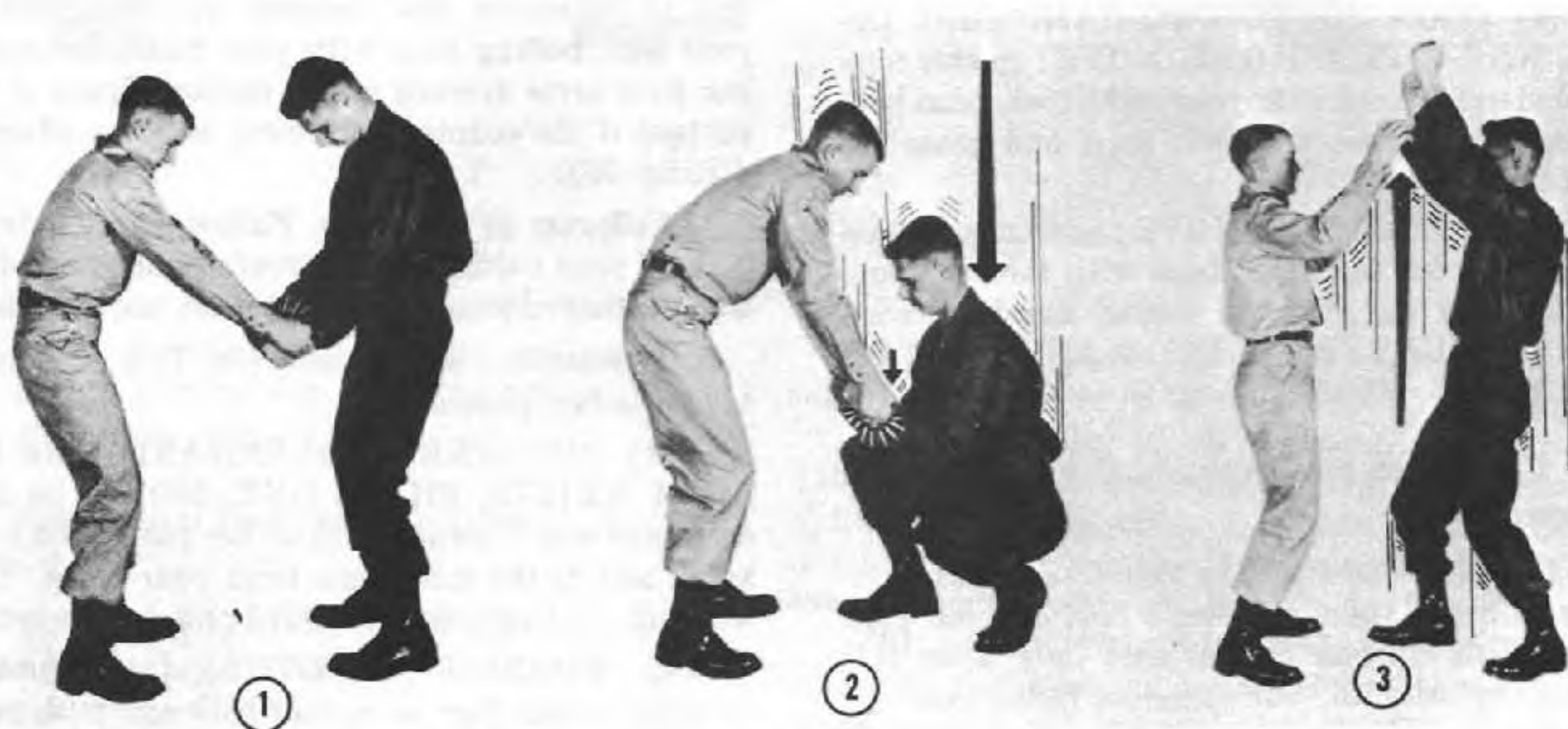


Figure 95. Counter to an overhand grip on both wrists.



①



②



③



④

Figure 96. Overhead counter to rear body hold, arms pinned.

or kick his shin, raise your shoulders high, and follow by bending your knees.

(2) PHASE TWO, MOVE; on this command turn your body to the right, drive your elbow forcefully into your opponent's side or stomach area, then grasp his right upper arm with your right hand, and at the same time grasp his right wrist with your left hand and throw him over your head. At normal speed the command is OVERHEAD COUNTER TO REAR BODY HOLD, ARMS PINNED, MOVE.

140. Lift Counter to Rear Body Hold, Arms Free

a. Objective and Use. The objective is to get your opponent off your back and break his hold by lifting him off his feet and throwing him to the ground. This counter is used best when he has a close hold from the rear with your arms free.

b. Description.

(1) An opponent may grab you around the body in a rear body hold with your arms free (①, fig. 97).

(2) Reach down with your left hand and place it just above his left knee. Press down on this spot with most of your weight (②, fig. 97).

(3) You now have a firm base on which to pivot. Lift both your feet from the ground and switch your left leg behind your opponent's right leg. As soon as your feet are planted firmly on the ground, bring your left hand under your opponent's left knee and your right hand under his right knee (③, fig. 97).

(4) Lift up and raise your opponent off the ground, lifting his feet as high as possible (④, fig. 97).

(5) If your opponent releases his hold, you can drive his head and body to the ground. If he maintains his hold, fall on him and force him to the ground.

c. Followup or Recovery. If he releases his hold you are in a position to follow up with a kick or stomp; if he maintains his hold and you must go down with your opponent, strike a vulnerable area.

d. Instruction and Commands. This counter is taught in three phases:

(1) LIFT COUNTER TO REAR BODY HOLD, ARMS FREE, PHASE ONE, MOVE; on this command grasp your opponent's left knee with your left hand, press downward with most of your weight.

(2) PHASE TWO, MOVE; on this command pivot by lifting both your feet and switch your left leg behind his right leg and grasp under your opponent's left knee with your left hand and under his right knee with your right hand.

(3) PHASE THREE, MOVE; on this command lift up and raise your opponent off the ground with his feet higher than his head and drive him to the ground head first. At normal speed the command is LIFT COUNTER TO REAR BODY HOLD, ARMS FREE, MOVE.

141. Leg Lift Counter to Rear Body Hold, Arms Free

a. Objective and Use. The objective is to get your opponent off your back and break his hold by pulling his legs out from under him. This counter is used best when he has a close hold from the rear with one leg forward between your legs and your arms are free.

b. Description.

(1) Your opponent uses the same grasp around your waist as explained in paragraph 112, but this time he braces himself by placing one leg between your legs and putting his head behind your shoulder blade out of reach of your arms (①, fig. 98).

(2) To break this hold, bend swiftly from the waist and grab the ankle of the foot which he has placed between your legs (②, fig. 98).

(3) Keep your hold on his ankle and straighten your body. This puts pressure on your opponent's knee, causing him to release his hold and drop on his back (③, fig. 98).

c. Followup and Recovery. When your opponent goes down, whirl and kick at a vulnerable spot. If he keeps his hold fall back on top of him so that your weight hits his midsection.

d. Instruction and Commands. This counter is taught in two phases:

(1) LEG LIFT COUNTER TO REAR BODY HOLD, ARMS FREE, PHASE ONE, MOVE; on this command bend swiftly forward from the waist and grab the ankle of the foot which he placed between your legs.

(2) PHASE TWO, MOVE; on this command straighten your body and hold onto his ankle. At normal speed the command is LEG LIFT COUNTER TO REAR BODY HOLD, ARMS FREE, MOVE.

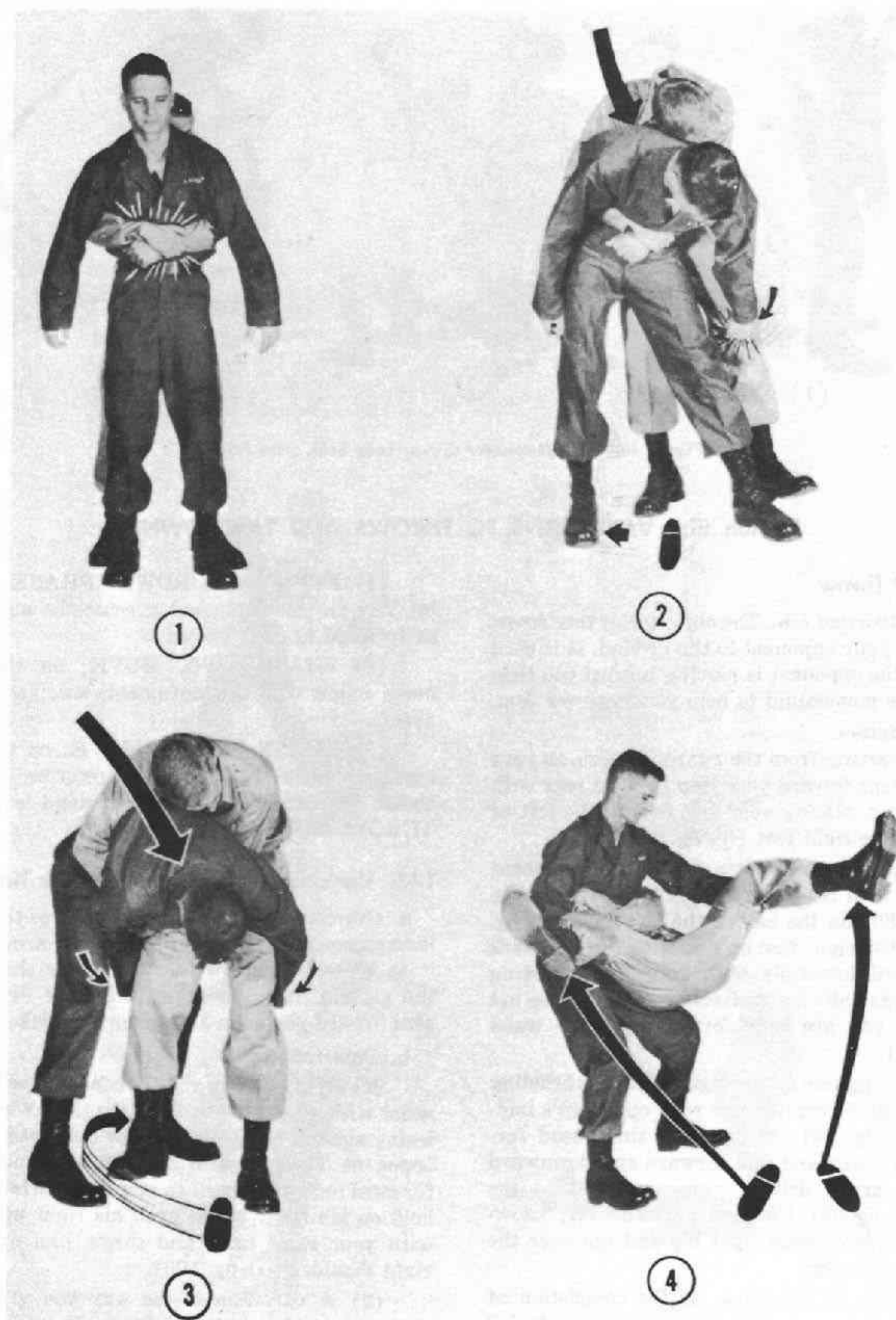


Figure 97. Lift counter to rear body holds, arms free.



Figure 98. Leg lift counter to rear body hold, arms free.

Section III. VARIATIONS TO THROWS AND TAKEDOWNS

142. Front Throw

a. Objective and Use. The objective of this throw is to throw your opponent to the ground. It is used best when the opponent is moving toward you thus allowing his momentum to help you to throw him.

b. Description.

(1) Starting from the guard position, as your opponent steps toward you, step to your rear with your left foot, placing your left foot to the left of and behind the right foot (①, fig. 99).

(2) At the same time grab your opponent chest high with both hands (②, fig. 99). Pivot to your left 180° on the ball of the left foot (③, fig. 99). Place the right foot on line with the left. Jerk him forward forcefully with both arms, driving your buttocks into his midsection. Your knees are flexed and you are bent forward at your waist (④, fig. 99).

(3) Straighten your legs quickly, thrusting your buttocks forcefully into your opponent's midsection (⑤, fig. 99). At the same time, bend forward at the waist and pull forward and downward with both arms, driving your opponent to the ground (⑥, fig. 99). Use your hip as a lever, throwing the man over your right hip and not over the outside of your leg.

c. Followup or Recovery. At the completion of the throw your opponent lands in the left side fall position. He is then in a position to receive deadly followup blows or kicks to a vulnerable part of his body.

d. Instruction and Commands. This throw is taught in three phases:

(1) FRONT THROW, PHASE ONE, MOVE; on this command execute the movements as specified in *b*(1) above.

(2) PHASE TWO, MOVE; on this command follow with the movements specifies in *b*(2) above.

(3) PHASE THREE, MOVE; on this command complete the throw as prescribed in *b*(3) above. At normal speed the command is FRONT THROW, MOVE.

143. Variations of the Overshoulder Throw

a. Objective and Use. The objective of this throw is to grasp your opponent's extended arm and use it as a lever to throw him over your shoulder to the ground. It is used best when he extends an arm toward you as in an attempt to strike or hit.

b. Description.

(1) While facing your opponent grab his right wrist with your left hand. This is done when countering against an overhead blow delivered by your opponent. Then pivot to your left 180°, pulling him forward onto your back as you turn. Retaining the hold on his right wrist, grab his right upper arm with your right hand and throw him over your right shoulder (①, fig. 100).

(2) A variation in the way you grasp your opponent can be used as follows: From a position facing your opponent grab his left lapel with your right hand. Maintain this hold and pivot 180° to the left, placing your right forearm under the right armpit as you complete the pivot. Grab his right arm at the elbow as you are executing the pivot.



①



②



③



④



⑤



⑥

Figure 99. Front throw.

Throw him over your right shoulder (②, fig. 100).

c. Followup or Recovery. Your opponent lands at your feet which places you in position to stomp his head or deliver a kick.

d. Instruction and Commands. These two variations of the oversoulder throw are taught in two phases:

(1) VARIATION OF THE OVERSHOULDER THROW, PHASE ONE, MOVE; on this command grasp the extended wrist, pivot, and pull your opponent close to you.

(2) PHASE TWO, MOVE; on this command grasp his arm with the chosen hold (either para 115b (1) or (2), and throw him over your shoulder. At normal speed the command is VARIATION OF THE OVERSHOULDER THROW (designate variation), MOVE.

b. Description.

(1) Both of your opponent's arms are pinned securely, his right arm with a single elbow lock and his left arm clasped at the elbow (①, fig. 101).

(2) You grab your opponent's right arm with both hands and use your hip as a lever (②, fig. 101).

(3) Place your right arm around your opponent's neck as you pivot, rather than around his waist. Your left hand locks your right arm in place (③, fig. 101).

c. Followup or Recovery. As in the regular hip throw your opponent lands at your feet. Use a stomp, kick, or blow as a followup.



Figure 100. Variations of the oversoulder throw.

144. Variations of the Hip Throw

a. Objective and Use. The objective is to provide various ways to grasp your opponent in making a hip throw. These variations are used best when the proper opening presents itself to you for use of a particular variation.

d. Instruction and Commands. These variations are taught by substitution of the desired variation movements into the prescribed sequence of the hip throw description (para 106).



Figure 101. Variations of the hip throw.

Section IV. SENTRY SILENCING

145. General

Knowing the methods of silencing sentries will enable you to maintain surprise and to kill an unsuspecting opponent quickly and quietly from the rear.

146. Helmet Neck Break

a. Grab the front rim of your opponent's helmet with your right hand. At the same time, place your left forearm against the back of his neck and place your left hand on his right shoulder (①, fig. 102).

b. Holding firmly to the front rim of your opponent's helmet, pull his helmet up, back, and down, and drive your left forearm forward (②, fig. 102). Your left forearm, under the back edge of his helmet, acts as a lever against which his neck is broken. This method is possible only when your opponent's helmet strap is fastened underneath his chin.

147. Helmet Smash

a. If you see that your opponent's helmet strap is not fastened, or discover this when attempting the helmet neck break, silence him with a helmet smash. Snatch your opponent's helmet from his head. While doing this grab his collar or shirt with your other hand, jerking him off balance to his rear (①, fig. 103).

b. Now smash the helmet on the back of his head or his temple (②, fig. 103). Your opponent may have a chance to yell when this method is used.

148. Strangulation with Cord or Wire One-Hand Loop

a. For this method of strangulation you need a piece of flexible wire or a piece of cord about 3 feet in length, such as a bootlace. Approach your opponent from the rear holding the wire or cord ends in each hand. Toss it over his head from his left and place the heel of your left hand, still holding the end of the cord, on his shoulder near the nape of his neck (①, fig. 104).

b. At the same time, place your knee (either one) in the small of your opponent's back and yank the cord or wire with your right hand while pushing with your left hand (②, fig. 104). If this is done quickly, your opponent cannot cry out. You can tie the ends of the cord or wire around two short sticks for better handholds.

149. Strangulation with Cord or Wire, Two-Hand Loop

a. Hold the wire or cord ends in each hand. Place your left forearm across the back of your opponent's neck. Swing your right arm over your opponent's head from his right, looping the cord in front of his throat (①, fig. 105).

b. Complete the loop and jerk your arms sharply in opposite directions, tightening the loop and strangling your opponent (②, fig. 105). Quick application of this method prevents your opponent from crying out. You can cause unconsciousness or death, depending on the force used and the length of time the hold is applied.



①



②

Figure 102. Helmet neck break.



①



②

Figure 103. Helmet smash.

150. Other Methods

Other methods of silencing sentries are listed below:

a. Available Weapons.

(1) Striking an opponent on his spine with a blunt object to stun him and striking him with a sharp object to kill him (fig. 106).

(2) Use of the homemade blackjack (fig. 107).

b. Natural Weapons. Striking an opponent on

the base of the skull with the edge of your hand (①, fig. 108), or padded fist (②, fig. 108).

c. Holds.

(1) Rear takedown (fig. 109).

(2) Rear strangle hold (fig. 110).

d. Knife Attack.

(1) Thrust to the kidney (para 122a).

(2) Thrust to the side of the neck (para 122b).

(3) Throat slash (para 122c).

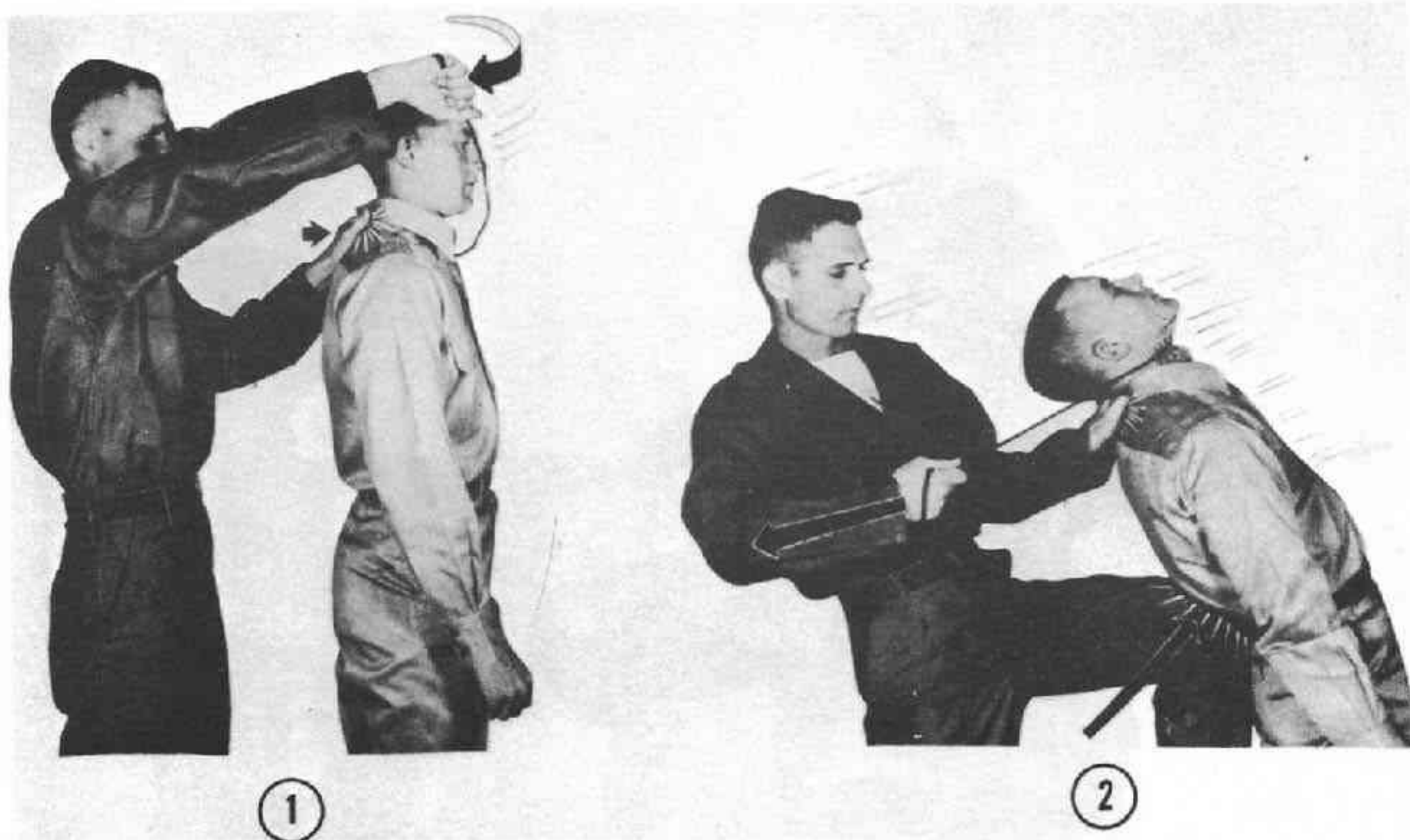


Figure 104. Strangulation with cord or wire, one-hand loop.

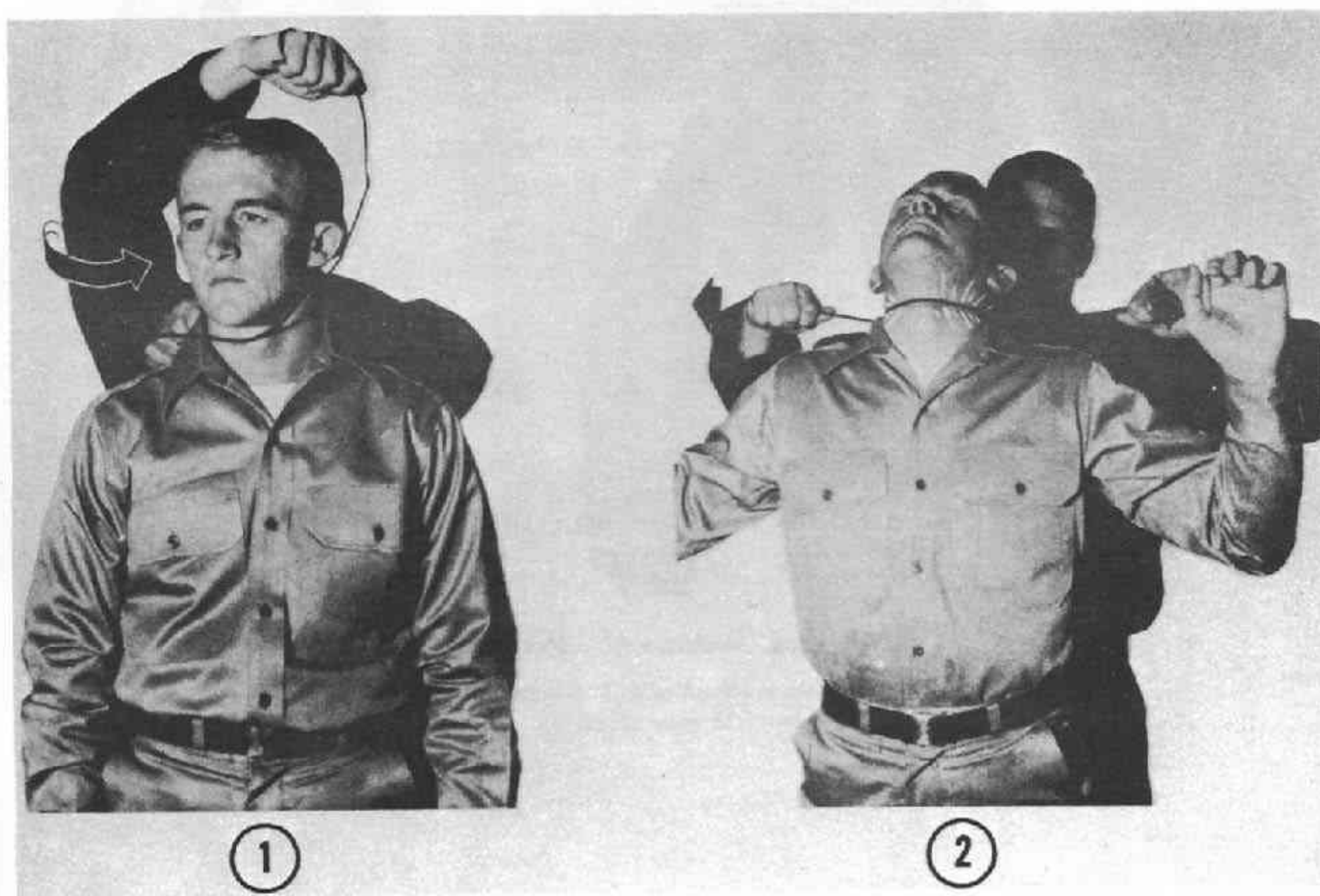


Figure 105. Strangulation with cord or wire, two-hand loop.



Figure 106. Striking with a blunt object.

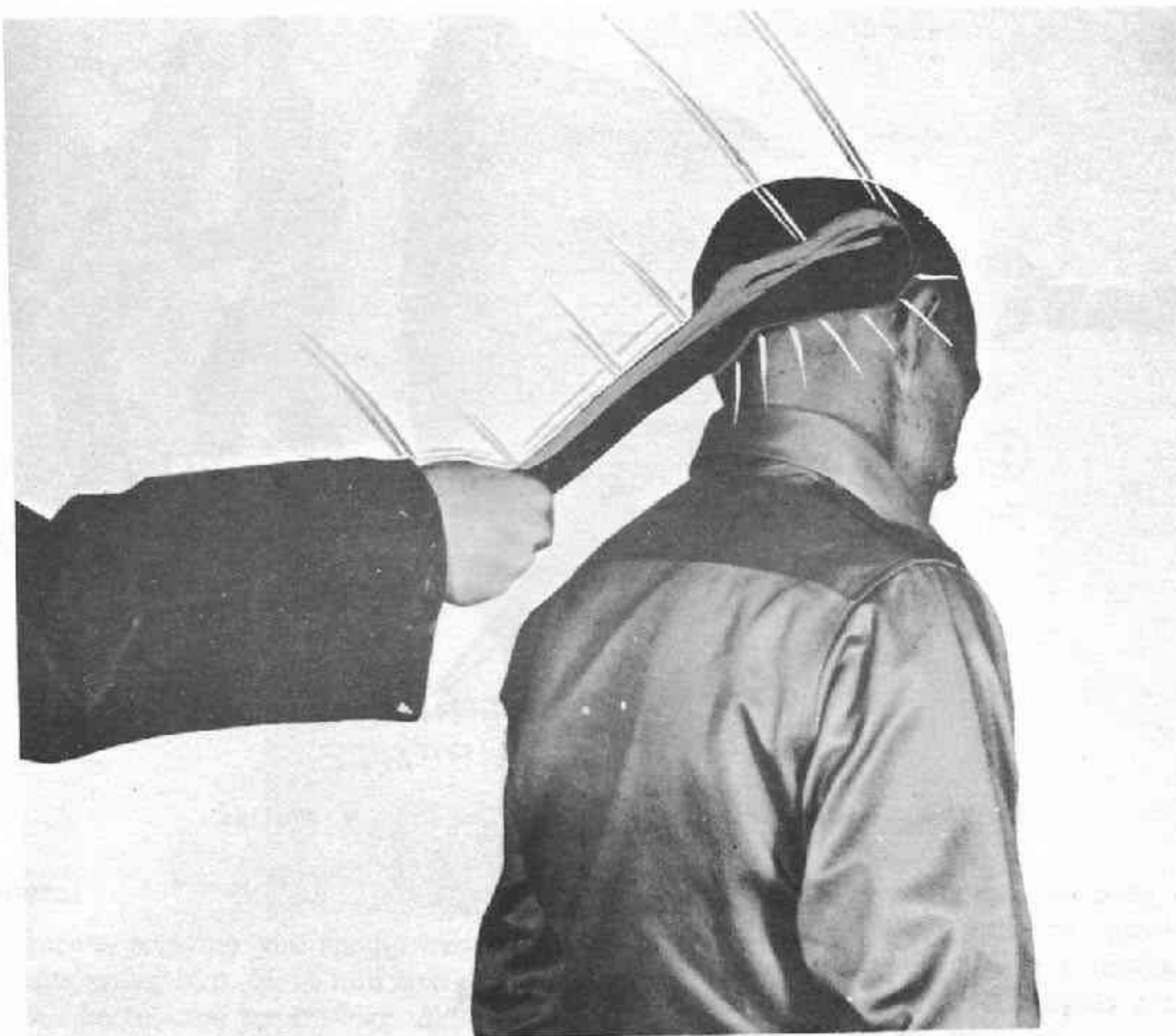


Figure 107. Homemade blackjack.

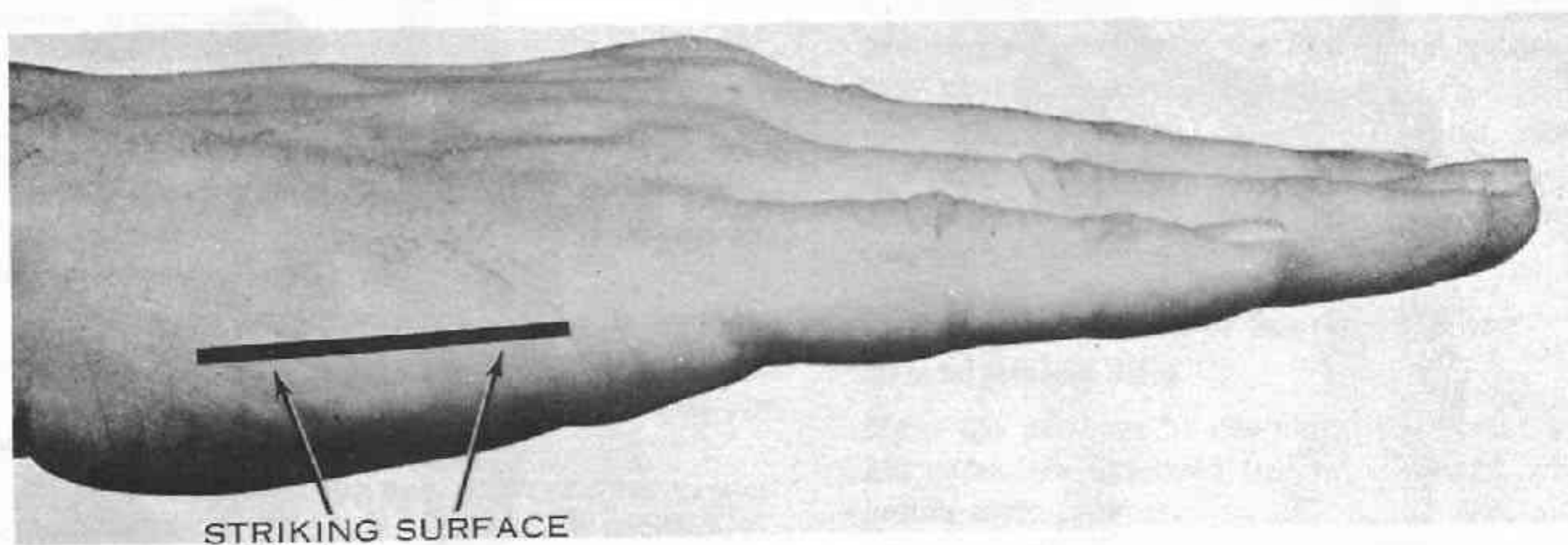


Figure 108. The hand—a weapon.
① Knife edge of hand



③ Padded fist
Figure 108—Continued.



①



②

Figure 109. Rear takedown.



Figure 110. Rear strangle hold.

Section V. PRISONER SEARCHING AND SECURING

151. General

If you capture a prisoner you should have assistance while searching him. Move him to a rear area where he can be covered by another soldier while you search. In extreme circumstances, however, it may be necessary to make a thorough search unassisted. Methods for an unassisted search are presented in this section.

152. Rules for Searching

The rules you should follow when searching a prisoner are:

- a. Indicate by speech and actions that you are confident and will shoot if necessary.
- b. Do not let your prisoner talk, look back, move his arms, or otherwise distract you.
- c. Never attempt to search a prisoner until you have him in an off-balance position.
- d. Do not move within arm reach of your prisoner until you have him in an off-balance position.
- e. If armed with a pistol while searching a prisoner hold it at your hip in a ready position and keep it on the side away from him.
- f. When you have assistance, keep out of your partner's line of fire. One soldier conducts the search while the other remains far enough away to observe the prisoner at all times.
- g. Do not relax your guard after completing your search.

153. Techniques of Search

- a. The "pat" or "feel" method of searching a

prisoner will reveal most weapons and concealed objects. Search the prisoner's entire body, paying particular attention to his armpits, arms, back, groin area, and legs. Thoroughly search the clothing folds around his waist, chest, and the top of his boots. Knives can be concealed on a string around the neck or taped to any area of the body. Be extremely cautious when putting your hand in a prisoner's pocket or in the fold of his clothes or he may grasp your arm and throw you.

- b. After the initial search, a detailed search of the prisoner is made when he is moved to a rear area. Force him to take off his clothing and thoroughly examine his body.

154. Prone Method of Searching When Armed with a Rifle

Make the prisoner lie down on his stomach so that his arms are extended beyond his head with his hands close together (fig. 111). His legs also are extended with his feet close together. Place the rifle muzzle in the small of his back, and keep the rifle upright. Grasp the rifle around the small of the stock with your index finger on the trigger. After searching from the rear, order him to turn over and search him from the front. Place the rifle muzzle on his stomach. Twist the muzzle into the prisoner's clothing to prevent it from slipping. You can also use the prone search method when armed with a pistol, but keep the pistol at your hip while searching. You will have to use arm-and-hand signals for non-English-speaking prisoners.



Figure 111. Prone method of search when armed with a rifle.

155. Kneeling Method of Searching When Armed with a Rifle

Force the prisoner to interlock his hands behind his head and kneel (fig. 112). He must bend forward until he just is able to maintain his balance. While searching his left side, hold the rifle in your right hand, muzzle jammed in the small of his back. Put your left leg between his legs and against his buttocks. In this position you can knock him quickly forward by thrusting with your left knee. When searching his right side, hold the rifle in your left hand and put your right leg between his legs with your knee against his buttocks. You also can use this method when armed with a pistol, but keep the pistol at your hip while searching.

156. Lean-To Method of Searching When Armed with a Pistol

Have the prisoner lean against a wall, tree, fence, truck or other upright object, one hand over the other, with his feet crossed and extended as far as possible to the rear. This puts him off balance. To search his left side, place your left foot in front of his feet and keep the pistol at your right hip (fig. 113). If the prisoner attempts to move, kick his feet out from under him. To search the prisoner's right side, switch the pistol to your left hand and place your right foot in front of his feet. For other lean-to methods of searching see FM 19-5.

157. Standing Method of Searching When Armed with a Pistol

a. Make the prisoner spread his legs far apart and place his hands on top of his head, fingers interlocked (①, fig. 114).

b. When you move close to search his front, place your foot against his heel and turn your body to the side to protect your groin (②, fig. 114). Search thoroughly and be alert.

158. Searching More Than One Prisoner

When armed with a pistol you can search more than one prisoner at a time by using any of the methods presented in this paragraph. Remember, however, to watch all of them and do not look away as you search for hidden weapons.

a. The Lean-To Method.

(1) When using this method keep the pistol in your right hand and search the left side of the first prisoner (①, fig. 115).

(2) Step back and have the first prisoner move to the far end of the line and have him resume the lean-to position. Search the left side of the remaining prisoners in the same manner (②, fig. 115).

(3) After all prisoners have been searched on the left side you move to the right side of the line. Hold the pistol in your left hand and search the right side of each prisoner. As you finish searching each prisoner have him move to the far



Figure 112. Kneeling method of searching when armed with a rifle.

end of the line and resume the lean-to position.

b. The Kneeling Method.

(1) To search more than one prisoner using the kneeling method you make them all assume the same position in column about 4 or 5 feet apart (①, fig. 116).

(2) First you search the prisoner at the rear of the column and have him move to the front where he resumes the kneeling position (②, fig. 116). Search the remaining prisoners from the rear and move each forward to the front as you finish with him. When you are alone and armed with a rifle, the kneeling search is the best method to use.

159. Securing and Gagging of Prisoners

The most effective way to control a prisoner is to

tie him. You can tie a prisoner securely with pieces of clothing or equipment such as shoelaces, leather or web belts, neckties, handkerchiefs, or twisted strips of cloth. If a patrol has the mission of capturing prisoners, it always should carry pieces of rope or flexible wire.

160. Belt Tie

a. Take the prisoner's belt and order him to lie on his stomach. Cross his arms behind his back and place the running end of the belt toward his back and the buckle toward his feet. Hold the buckle on the wrist of his bottom arm and tightly wrap the running end of the belt around his wrist several times. Place the running end parallel with his spine and inside the wrist of his upper arm (①, fig. 117).



Figure 113. Lean-to method of search when armed with a pistol.

b. Now wrap the running end around the wrist of his upper arm several times. Be sure to keep the prisoner's arms as close together as possible and to wrap the belt as tight as possible (②, fig. 117).

c. Fasten the belt end in the buckle (③, fig. 117). Although this is an effective means of tying, you should use it only when the prisoner is under close surveillance.

161. Shoelace Tie

a. Two 27-inch shoelaces or one 72-inch bootlace is needed for this tie. Have the prisoner remove his shoelaces or bootlaces. You can make this tie with the prisoner's hands either in front of his body or behind his back, the latter being more effective. Place his hands back to back, wrists touching each other. Take one lace and tightly wrap it several times around both his wrists. Now, wrap the lace end around the lace between the insides of his

wrists. This will further tighten the outside loops. Tie the ends of the lace together with any conventional knot (①, fig. 118).

b. Next, tie his two little fingers together using one end of the second lace. Pass the remainder of the lace over the loop around the wrists and tie his thumbs together. When you pass the second lace around his wrists be sure to pull it tight and keep it tight when tying his thumbs (② and ③, fig. 118).

162. The Lead Tie

A piece of rope or two long bootlaces are needed for this tie. Make the prisoner lie face down. Tie his hands behind his back using any conventional knot. Force his arms behind his back in a strained, up position. Pass the rope or lace around his neck and tie it around his wrists. The length of the loop around his neck should be short enough to force him to keep his arms in a strained position to re-

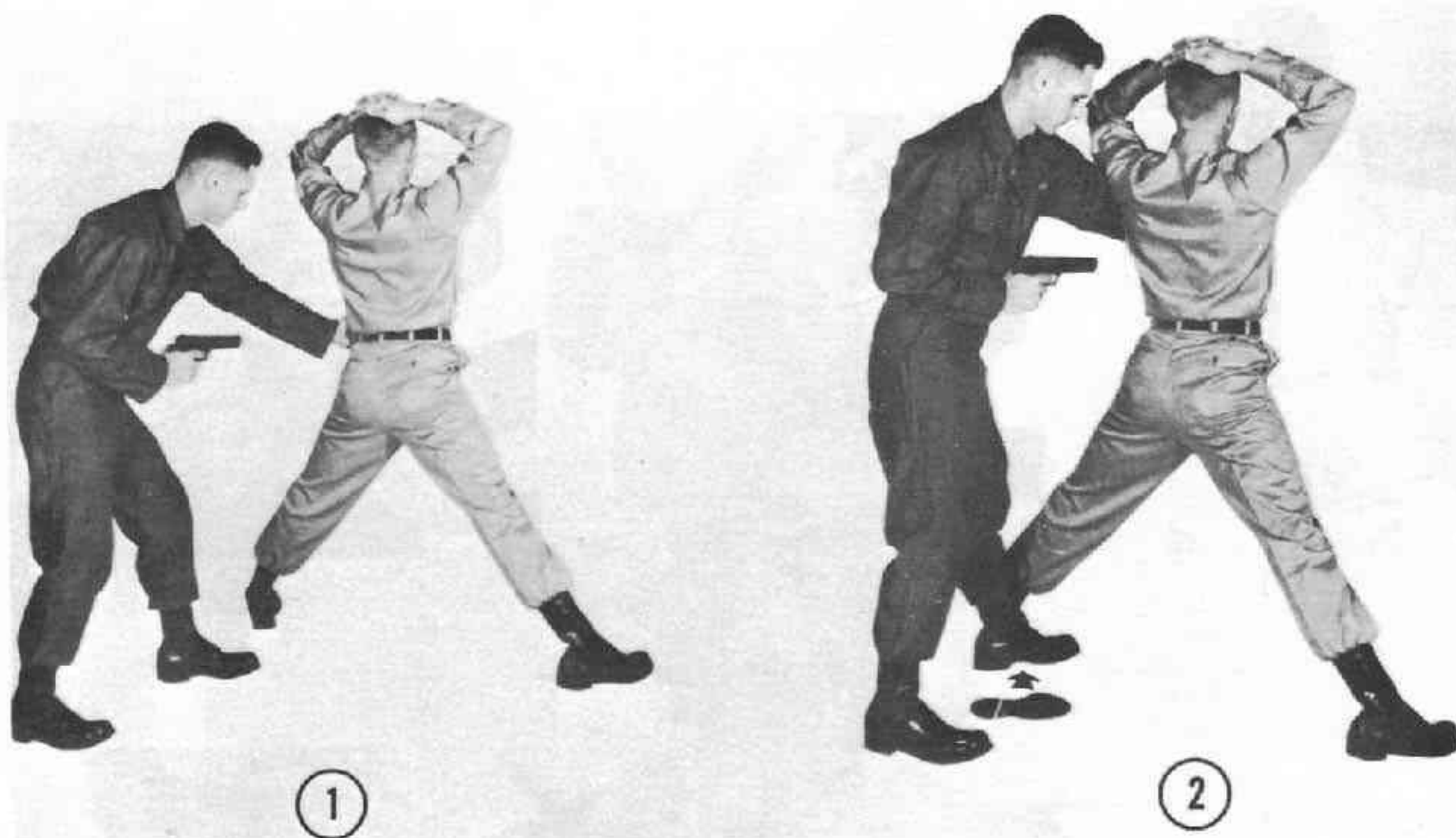


Figure 114. Standing method of search when armed with a pistol.



Figure 115. Lean-to method.

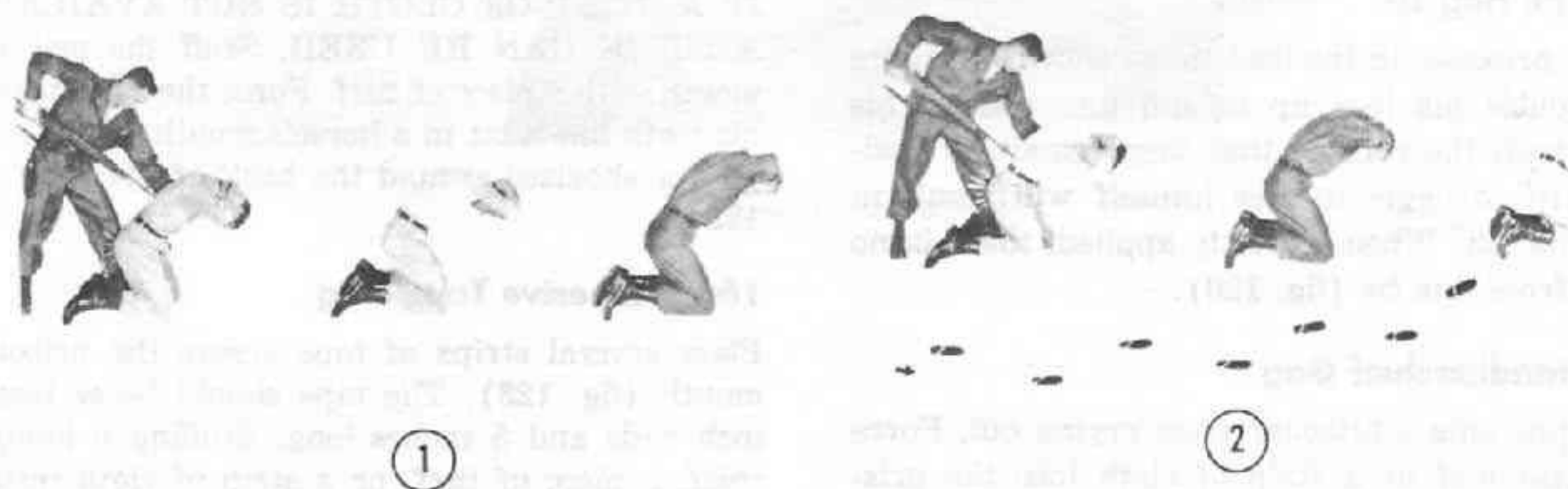


Figure 116. Kneeling method.



Figure 117. Belt tie.

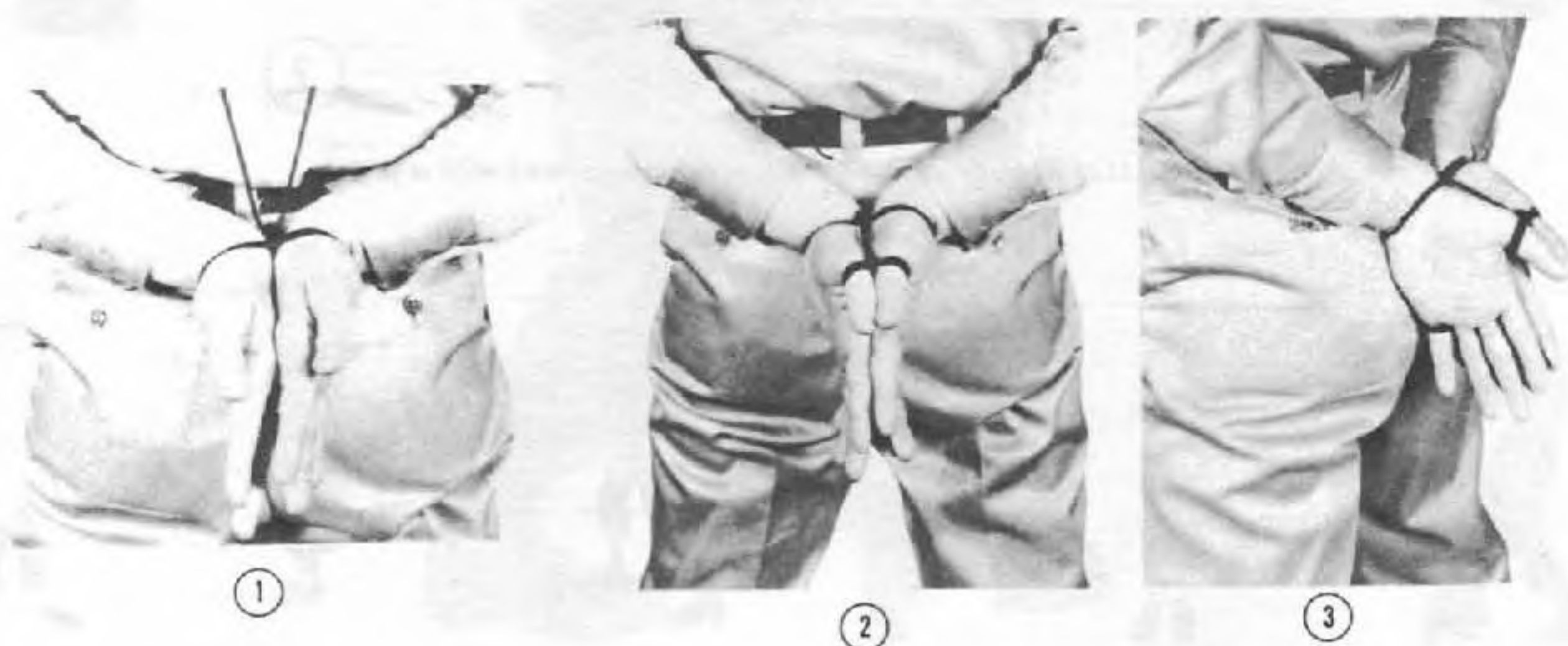


Figure 118. Shoelace tie.

lieve pressure on his throat (fig. 119). The prisoner can be subdued easily by jerking the rope as you walk behind him.

163. The Hog Tie

Tie the prisoner in the lead tie as shown in figure 119. Double his legs up behind him and tie his ankles with the rope so that they remain in position. Any struggle to free himself will result in strangulation. When correctly applied, there is no escape from this tie (fig. 120).

164. Handkerchief Gag

A gag prevents a prisoner from crying out. Force a handkerchief or a strip of cloth into the prisoner's mouth. A handful of turf will do if nothing

else is available. Then tie a handkerchief around the prisoner's mouth (fig. 121).

165. Stick Gag

IF A STRIP OF CLOTH IS NOT AVAILABLE, A STICK CAN BE USED. Stuff the prisoner's mouth with a piece of turf. Force the stick between his teeth like a bit in a horse's mouth. Tie the stick with a shoelace around the back of his neck (fig. 122).

166. Adhesive Tape Gag

Place several strips of tape across the prisoner's mouth (fig. 123). The tape should be at least 1-inch wide and 5 inches long. Stuffing a handkerchief, a piece of turf, or a strip of cloth into his mouth first will make the gag more effective.

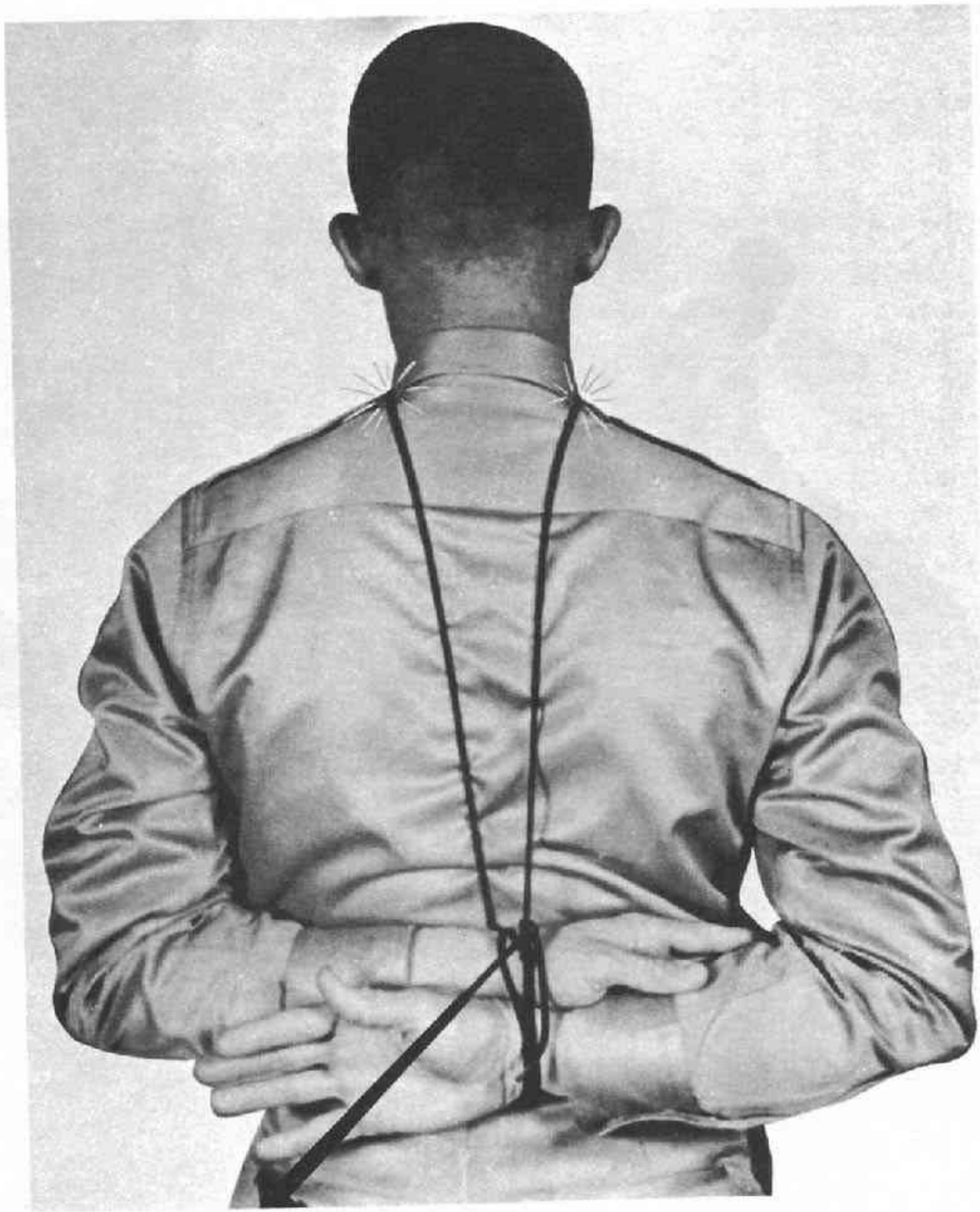


Figure 119. Lead tie.

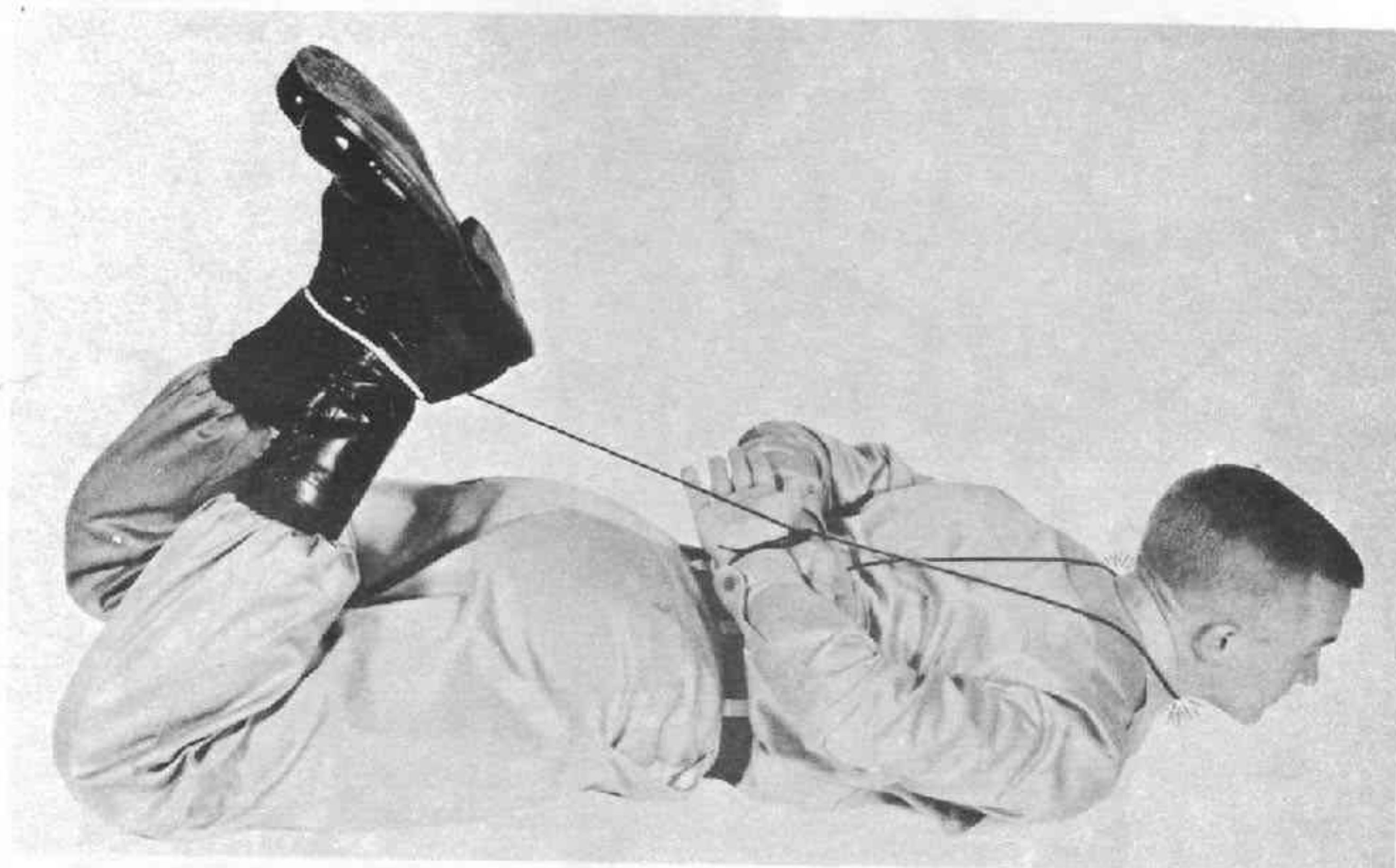


Figure 120. Hog tie.

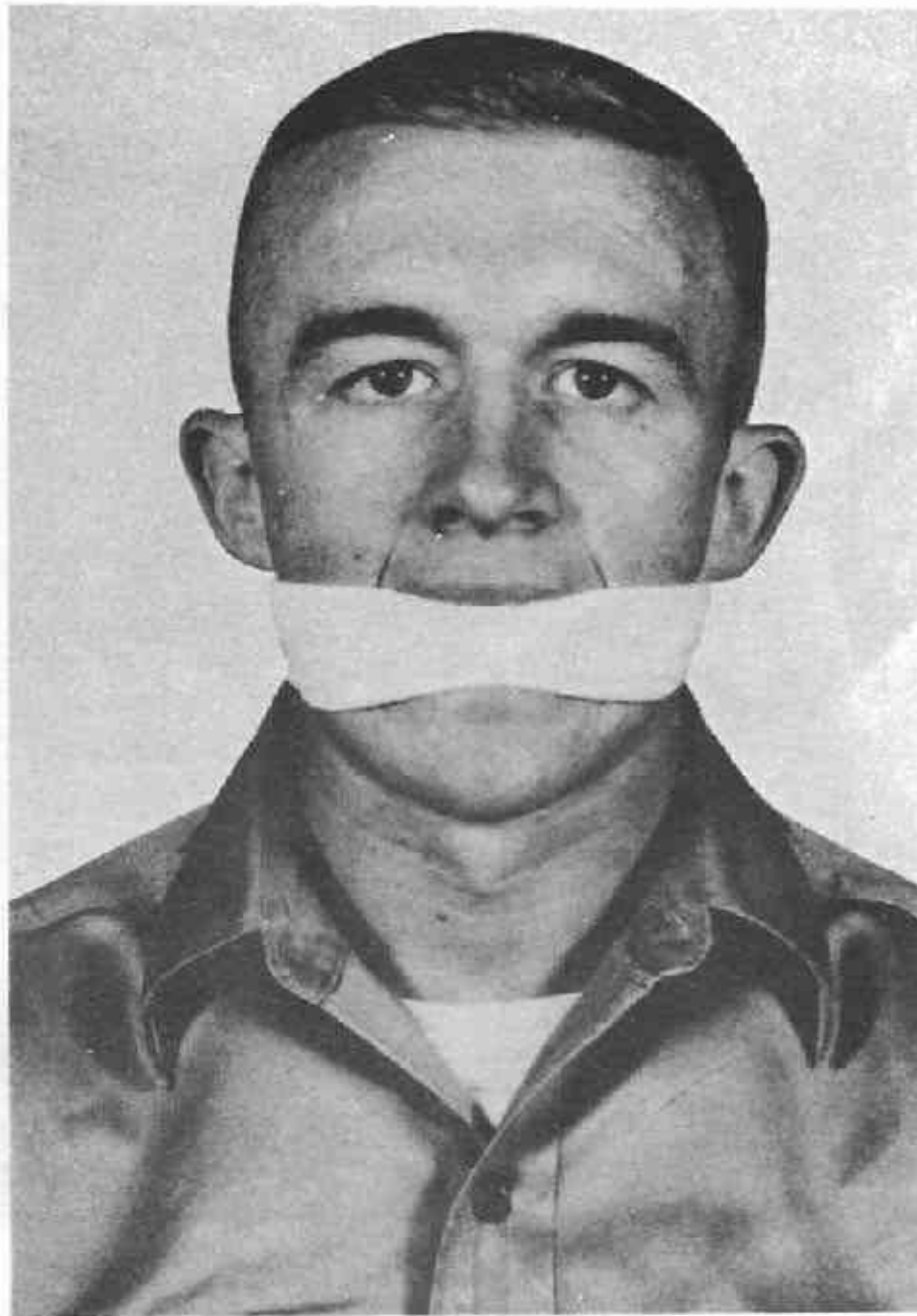


Figure 121. Handkerchief gag.

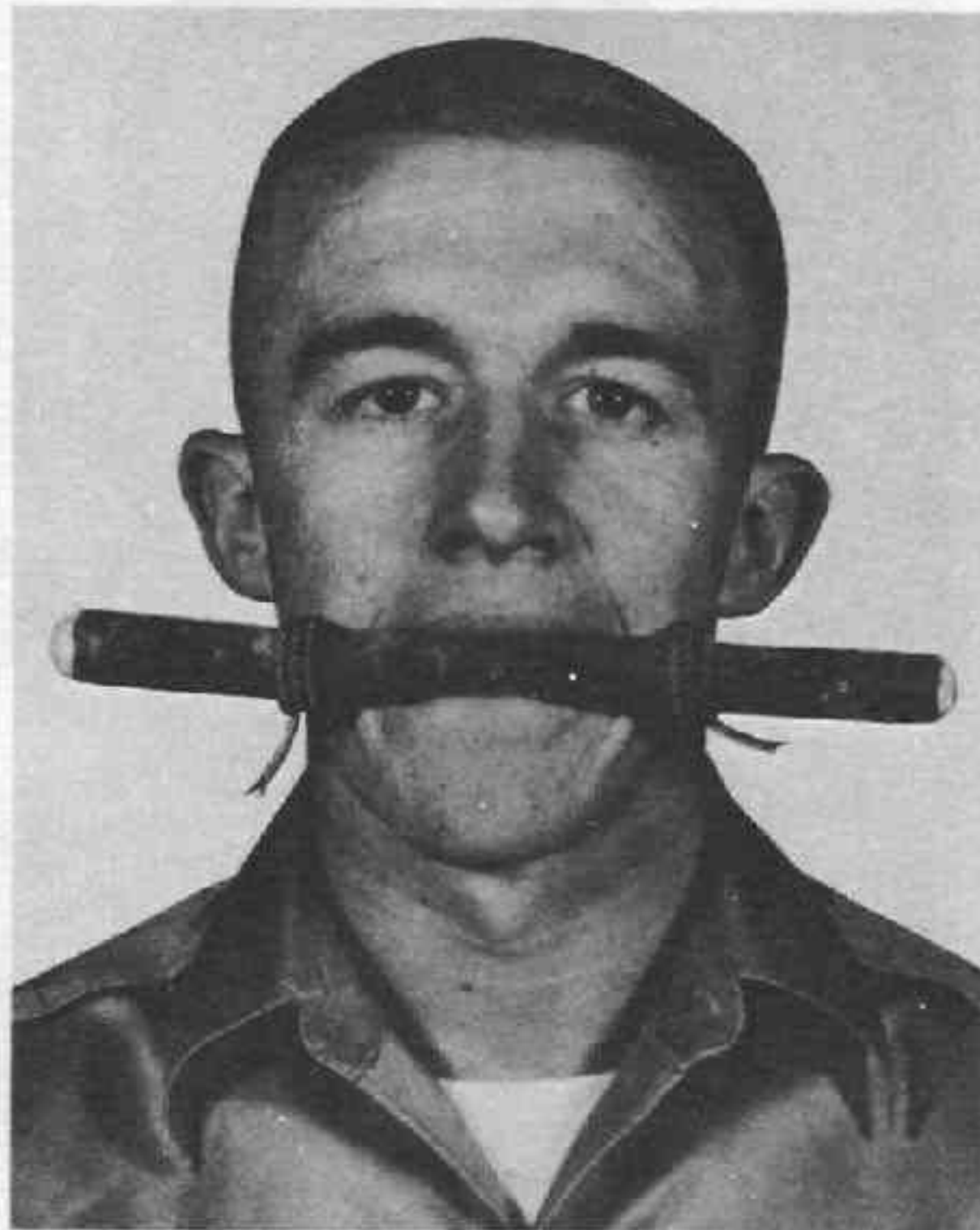


Figure 122. Stick gag.

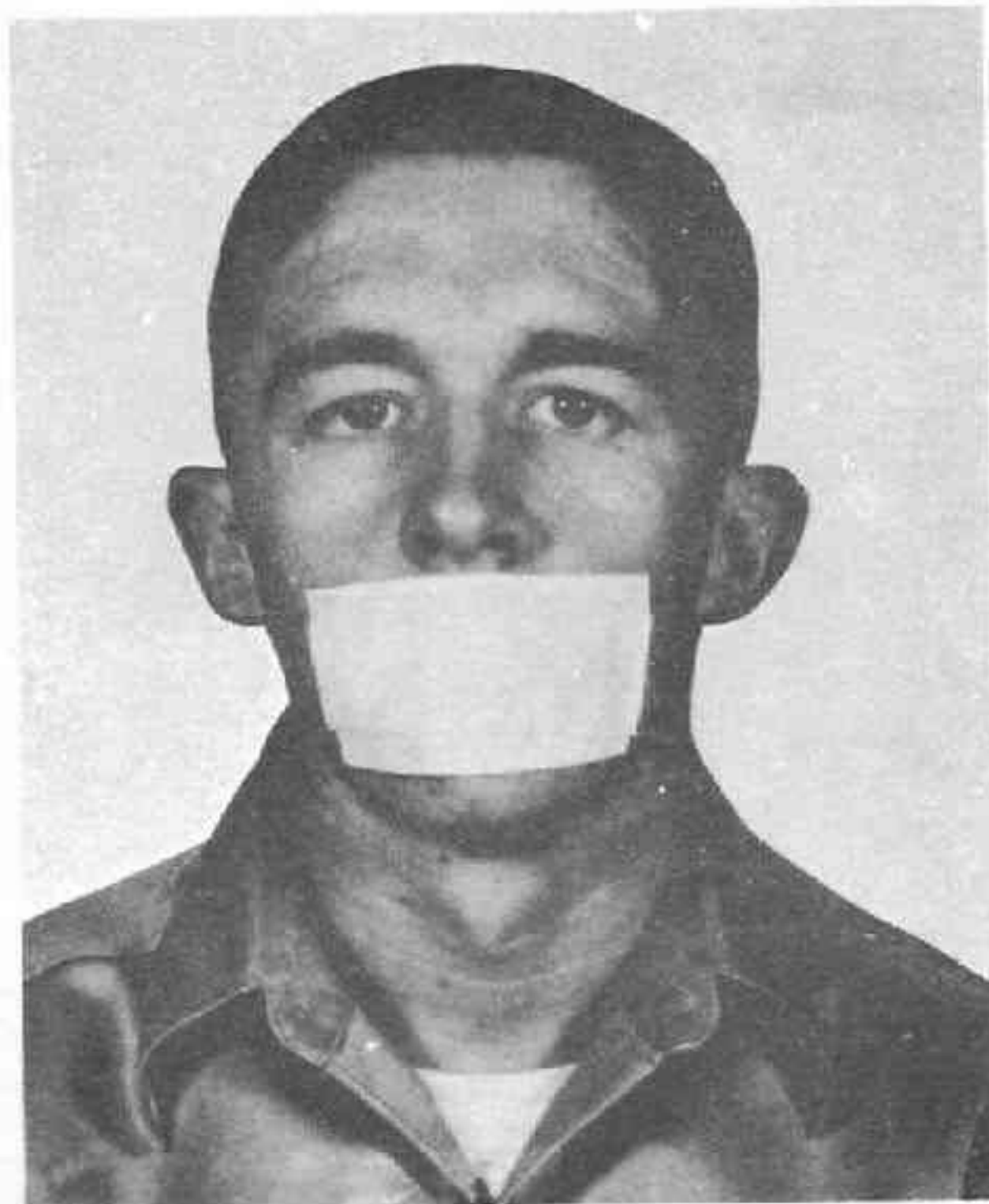


Figure 123. Adhesive tape gag.

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APPENDIX A

REFERENCES

AR 600-9	The Army Physical Fitness Program.
AR 672-5-1	Awards.
FM 19-5	The Military Policeman.
FM 21-20	Physical Readiness Training.
FM 22-5	Drill and Ceremonies.
ASubjScd 21-150	Physical Contact—Confidence Training.

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APPENDIX B

BAYONET ASSAULT COURSE

Section I. INTRODUCTION

1. Description

A bayonet assault course may be used, if available, to improve the proficiency of the rifle-bayonet fighter as well as improve physical fitness. It is a series of lanes to accommodate several men negotiating the course at the same time. The course consists of targets to attack and obstacles to overcome during progress through the course (fig. 124). Assault courses should be laid out on rough, preferably wooded terrain. The length of the course should be 300 meters. Less space is acceptable if terrain dictates. Natural obstacles such as streams, ravines, ridges, and thick woods should be included; and artificial obstacles such as dirt mounds, craters, wire entanglements, fences, log wall, hurdles, and horizontal ladders, should also be a part of the course.

2. Objective

The bayonet assault course may also be used as a qualification course to test the degree of proficiency of a rifle-bayonet fighter. When used as a part of rifle-bayonet training the course accomplishes the following:

- Aids in developing speed, strength, endurance, coordination, and accuracy.
- Provides rifle-bayonet fighting under conditions approximating combat.
- Offers a challenge to the soldier's determination and will-power which are so essential in combat.
- Provides a means for establishing good habits in group action and teamwork.
- Measures skill in rifle-bayonet fighting.
- Provides a means for maintaining skill by continued training and practice.

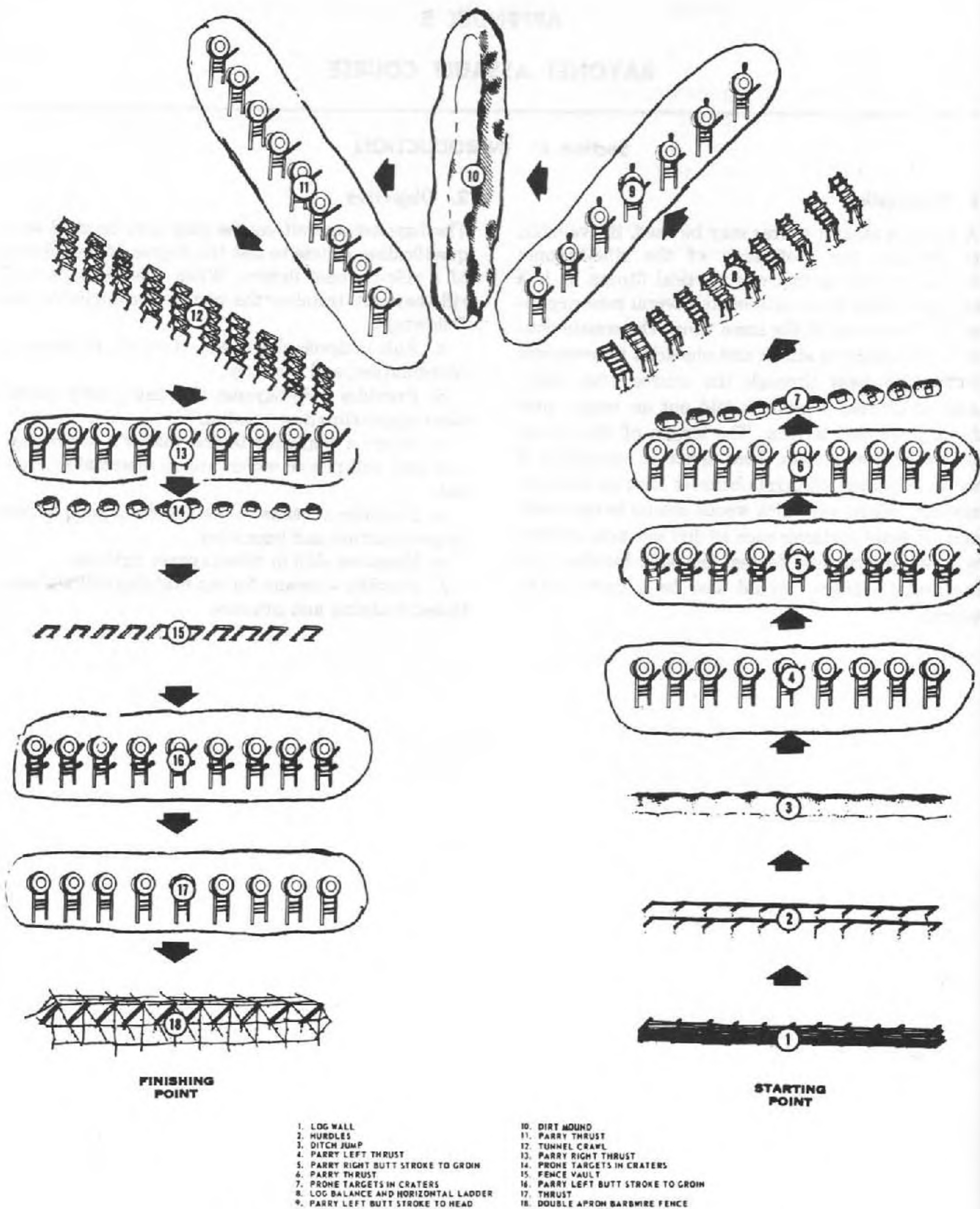


Figure 124. Example of 10-lane, 300-meter bayonet assault course.

Section II. TRAINING ON THE ASSAULT COURSE

3. General

The method of negotiating the assault course should be explained and demonstrated before the men are required to run the course. The attack is made without hesitation and the importance of swift and continuous bayonet attack should be emphasized. The men are required to run the course with their rifles held in the attack position.

4. Preliminary Training on Bayonet Court

Prior to training on the assault course the bayonet training court (fig. 17) may be used as an assault course in order to teach the men how to attack while moving rapidly toward an enemy. To use the court in this manner, students are lined up behind each of 10 files of targets (two files are blocked by the instructor's platform) (fig. 17). The movement to be executed against each target must be designated by the instructor or by the use of a sign in front of each target. On command, the men negotiate the course in waves of 10 students abreast. As the students complete the course, they should clear the last target and again line up in their respective files at that end of the course. After

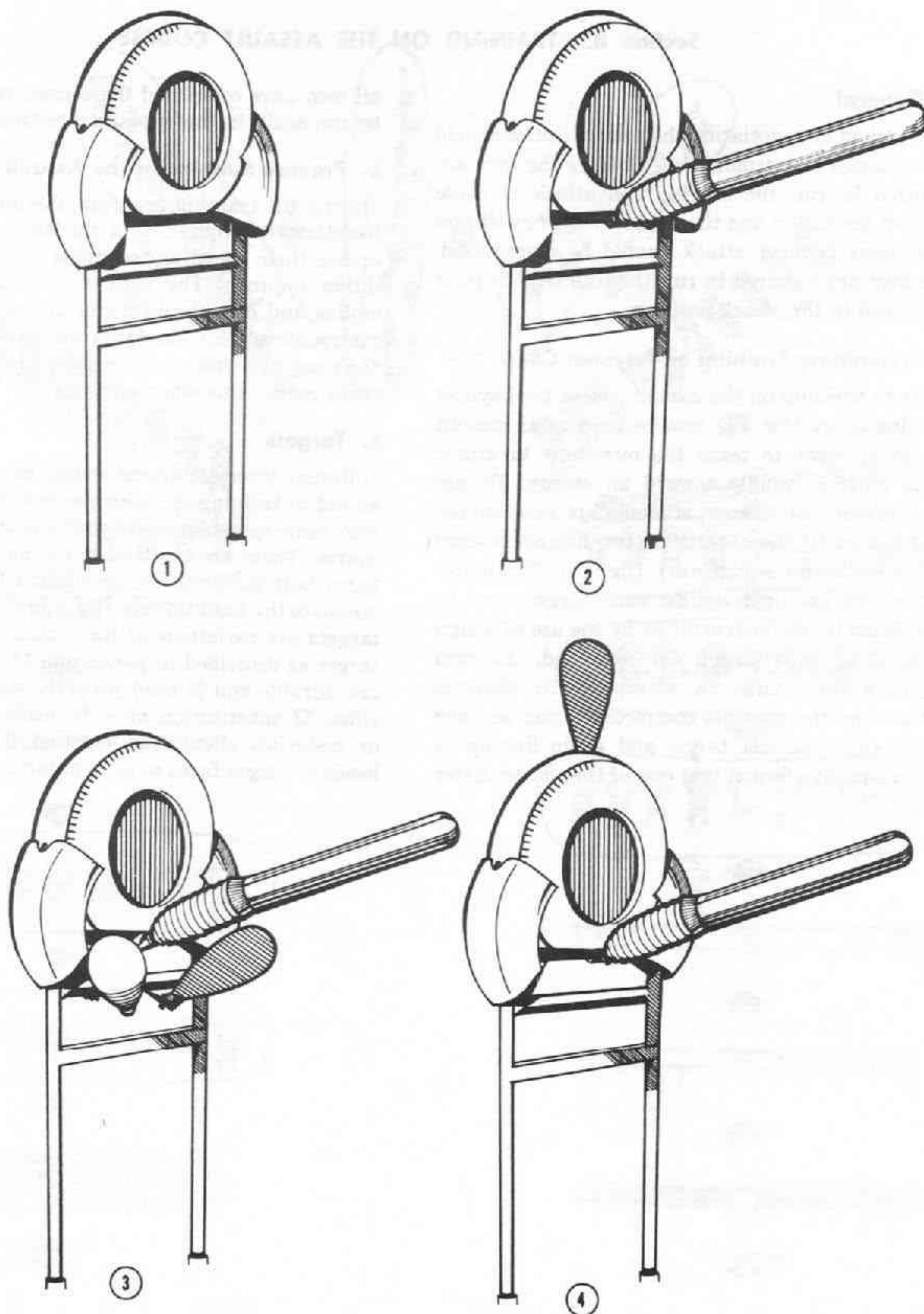
all men have completed the course, the course may be run again in the opposite direction.

5. Practice Running of the Assault Course.

During the training program, the men should first negotiate the course at a moderate pace and increase their speed as technique and physical condition improve. The instructor insures that discipline and organized control are maintained. The instructor and his assistants will be stationed along the course to observe the methods of attack and to make corrections when necessary.

6. Targets

Different types of targets should be constructed as an aid to training. Experience should be gained on four basic targets prior to running the qualification course. These are the thrust, the parry-thrust, the parry-butt stroke to the groin, and the parry-butt stroke to the head targets (fig. 125). The four basic targets are variations of the multipurpose bayonet target as described in paragraph 15. These targets are durable and if used properly will not damage rifles. If substitution must be made, hard objects or materials should not be used for butt stroke heads or target faces so as to minimize rifle damage.



1. THRUST
2. PARRY THRUST TARGET

3. PARRY-BUTT STROKE TO THE GROIN TARGET
4. PARRY-BUTT STROKE TO THE HEAD TARGET

Figure 125. Types of targets (schematics).

Section III. THE QUALIFICATION COURSE

7. Purpose

The qualification course gives the unit commander a means to measure the proficiency of his men in the technique of rifle-bayonet fighting, and it increases esprit de corps within a unit by creating a competitive attitude and by offering special recognition to the men who qualify. It also makes demands on the soldier's speed, accuracy, strength, and endurance that approach the demands made on him in actual combat.

8. The Course

A bayonet assault course is 300-meters in length employing targets, obstacles, and natural terrain features as described in paragraph 1, and as illustrated in figure 124. The same course can be used for both practice and qualification. Qualification can be determined on any assault course as follows:

a. The course will contain a minimum of—

(1) Four types of targets to include thrust targets (①, fig. 125), parry thrust (②, fig. 125), parry butt stroke to the groin (③, fig. 125), parry

position in rear of the starting line. At the command UP, he springs to his feet with his weapon at the attack position and runs toward the first target. He negotiates each obstacle and attacks each target in turn, running the course in the shortest possible time. Each man is scored individually (para 10b).

10. Support Requirements

To conduct qualification runs of the assault course the following must be provided:

a. *Supervisory Personnel.* To insure impartial scoring and to maintain high standards for qualification, men who are not members of the company running the course are detailed to act as scorers. The scorers should be selected well in advance so that the officer in charge can refresh himself on the subject and, if necessary, train the scorers. The officer detailed to administer the course should be experienced in rifle-bayonet training. His primary duty is to assign a scorer to each target and to insure that the scorer is qualified to grade the men

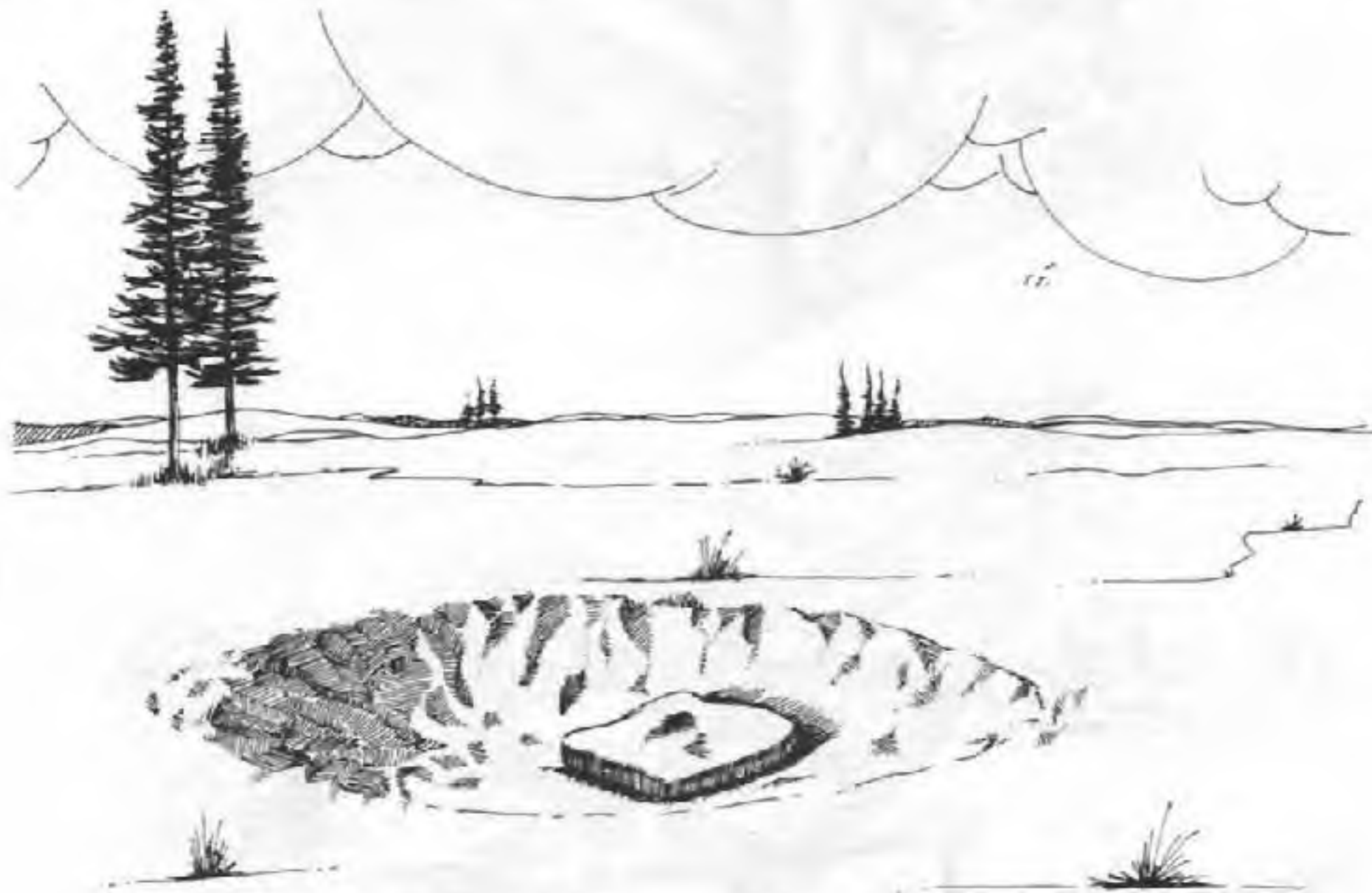


Figure 126. Prone target in crater.

butt stroke to the head (④, fig. 125), or prone target in crater (fig. 126).

(2) Seven types of obstacles as depicted in figures 127 through 133.

b. The course will contain a minimum number of lanes to permit one-half of a squad to run at the same time under the squad leader, assistant squad leader, or other designated leader.

9. Running the Course for Qualification

For qualification the soldier assumes the prone

on the execution of the movements for that target. The officer in charge has overall supervisory responsibility for the scoring. He provides each scorer with scoresheets and totals each man's score for the entire course.

b. *Scoring Standards.* Since assault courses at different installations may vary as to length and number of targets, it is not practical to prescribe a standard time limit or an invariable number of points for qualification. As a guide, 30 seconds for each 50 meters of a course can be used to establish

a time limit. However, the total distance covered should be 300 meters, and on short courses it will be necessary to re-run portions of the course to cover the required distance and attack eight targets as recommended. To qualify, the soldier must score at least 75 percent of the total possible points and must negotiate the course within the specified time limit. The officer in charge should orient each man

thoroughly on all requirements for the qualification course, including the maximum time allowed and the minimum number of points needed to qualify.

c. *Award.* A basic qualification badge as specified in AR 672-5-1, with the bayonet bar to indicate expert qualification, is awarded to participants who attain the qualifying score of 75 percent.

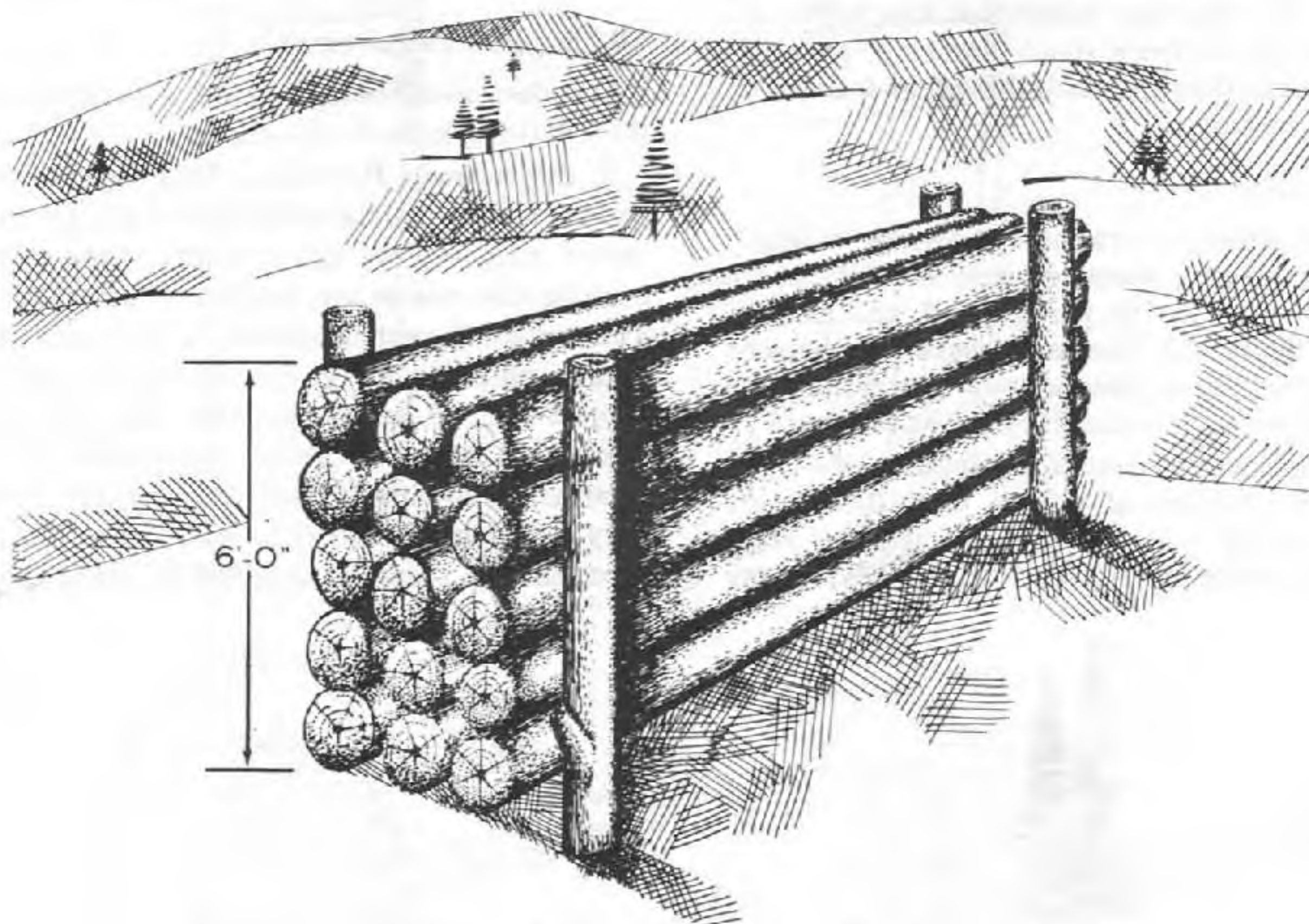


Figure 127. Log wall.

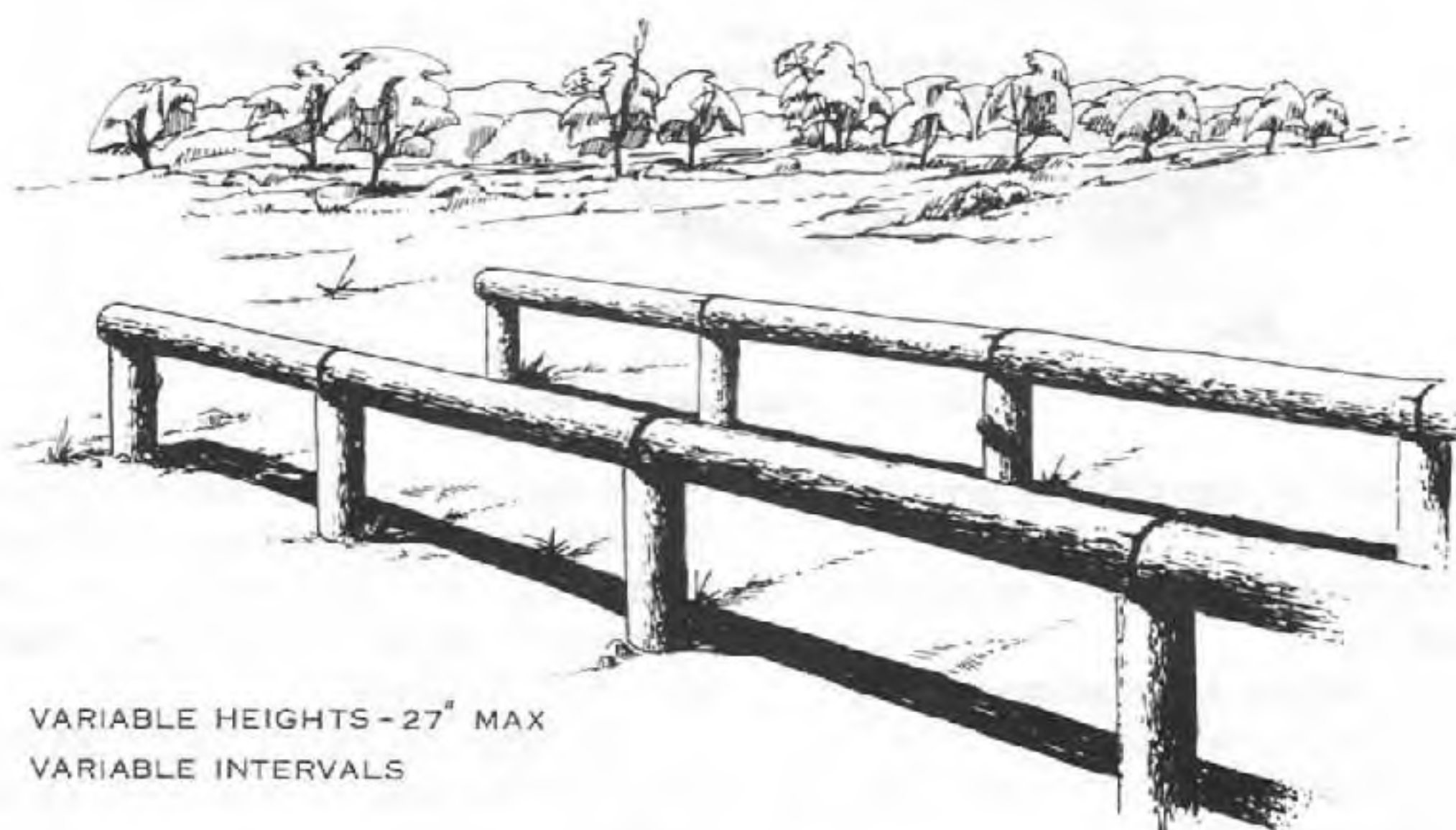


Figure 128. Hurdles.

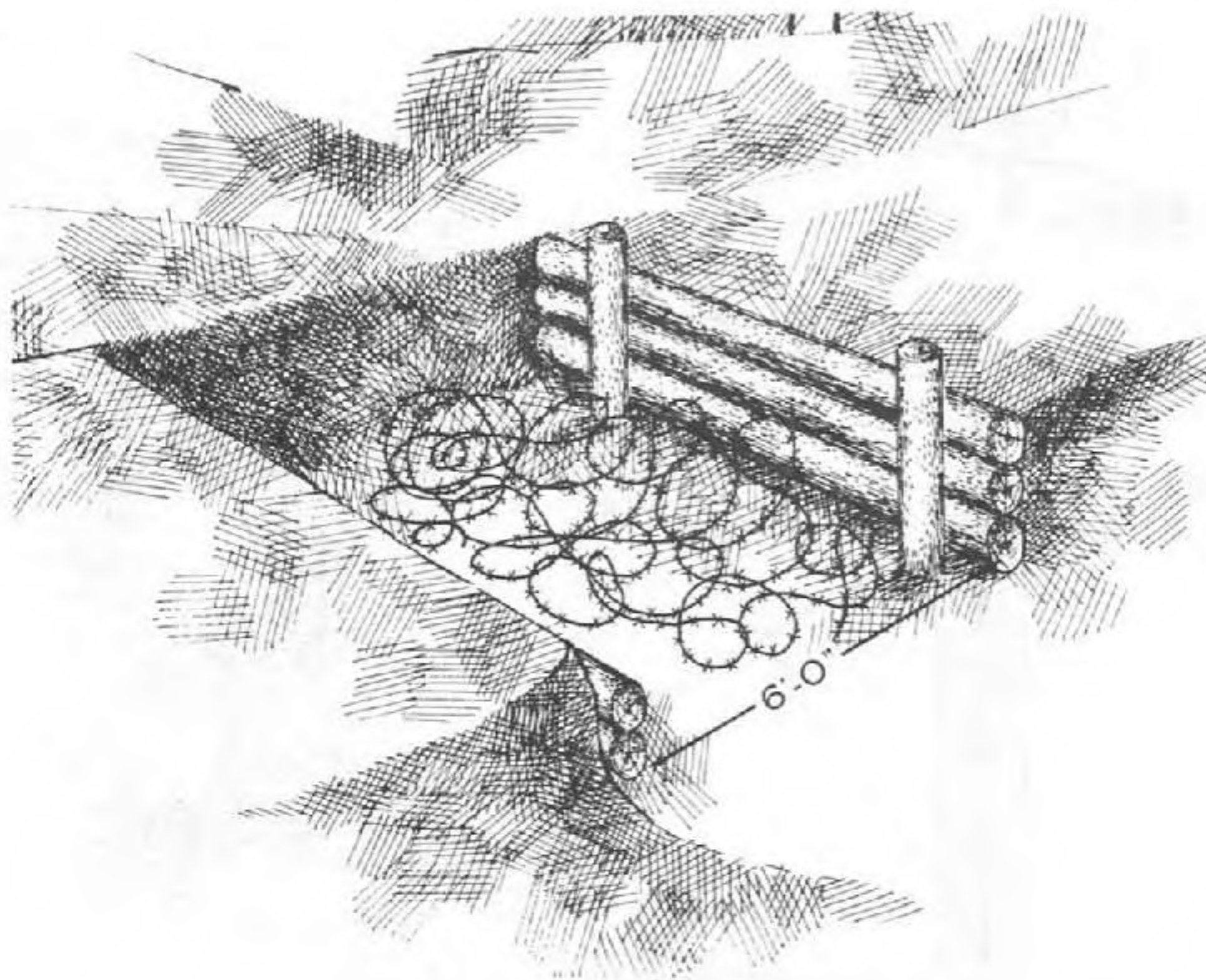


Figure 129. Ditch jump.

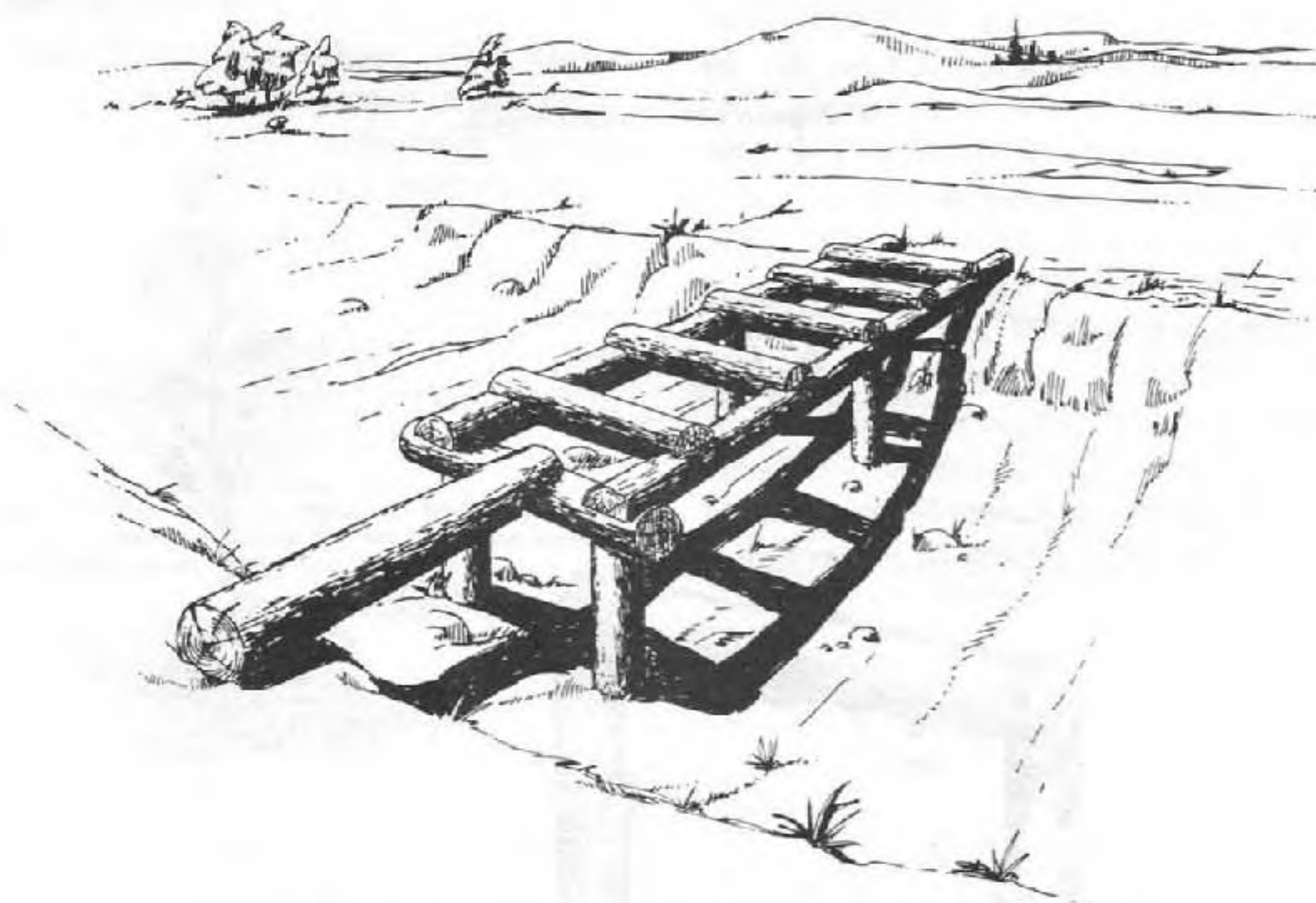


Figure 130. Log balance and horizontal ladder.

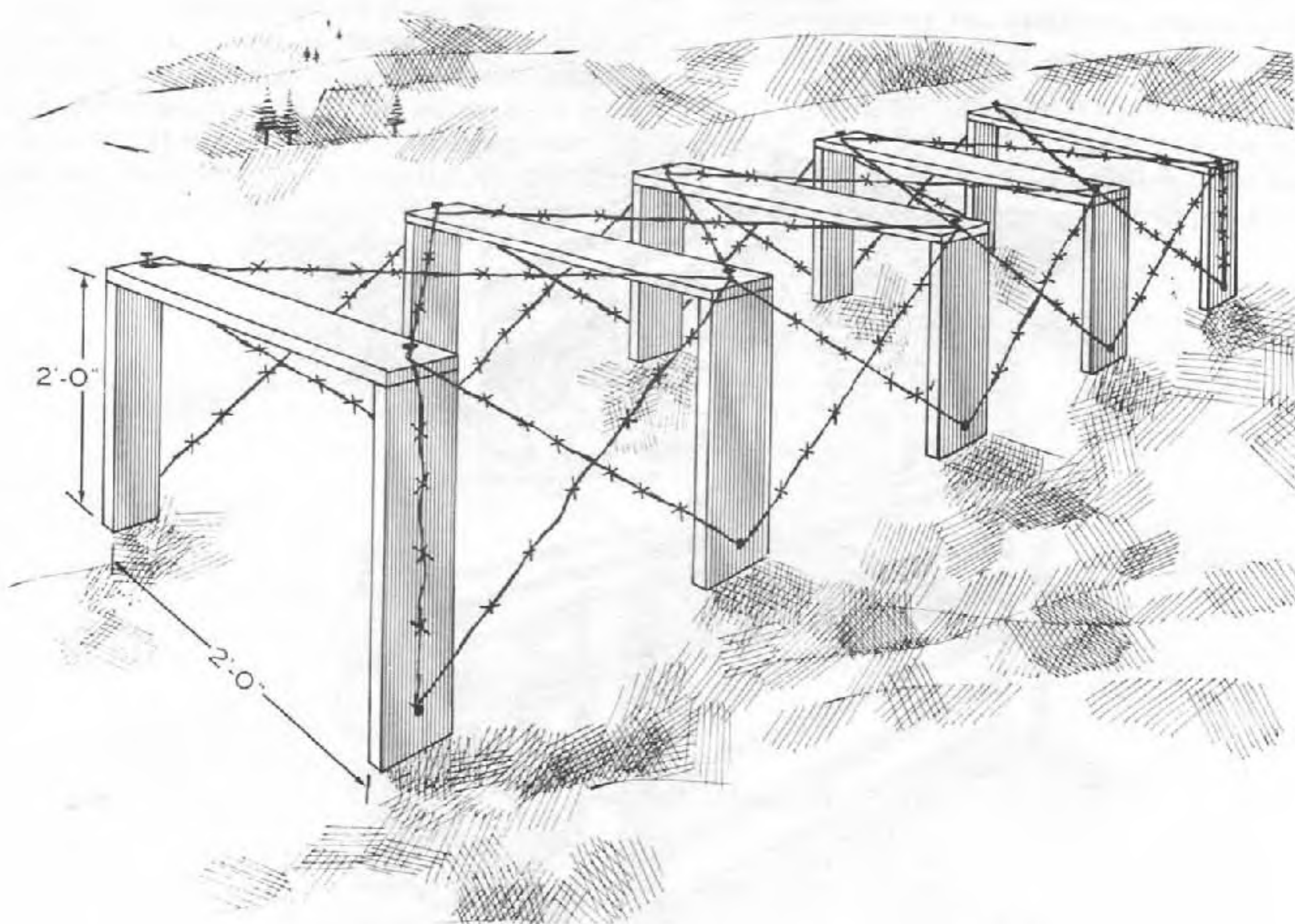


Figure 131. Tunnel crawl.

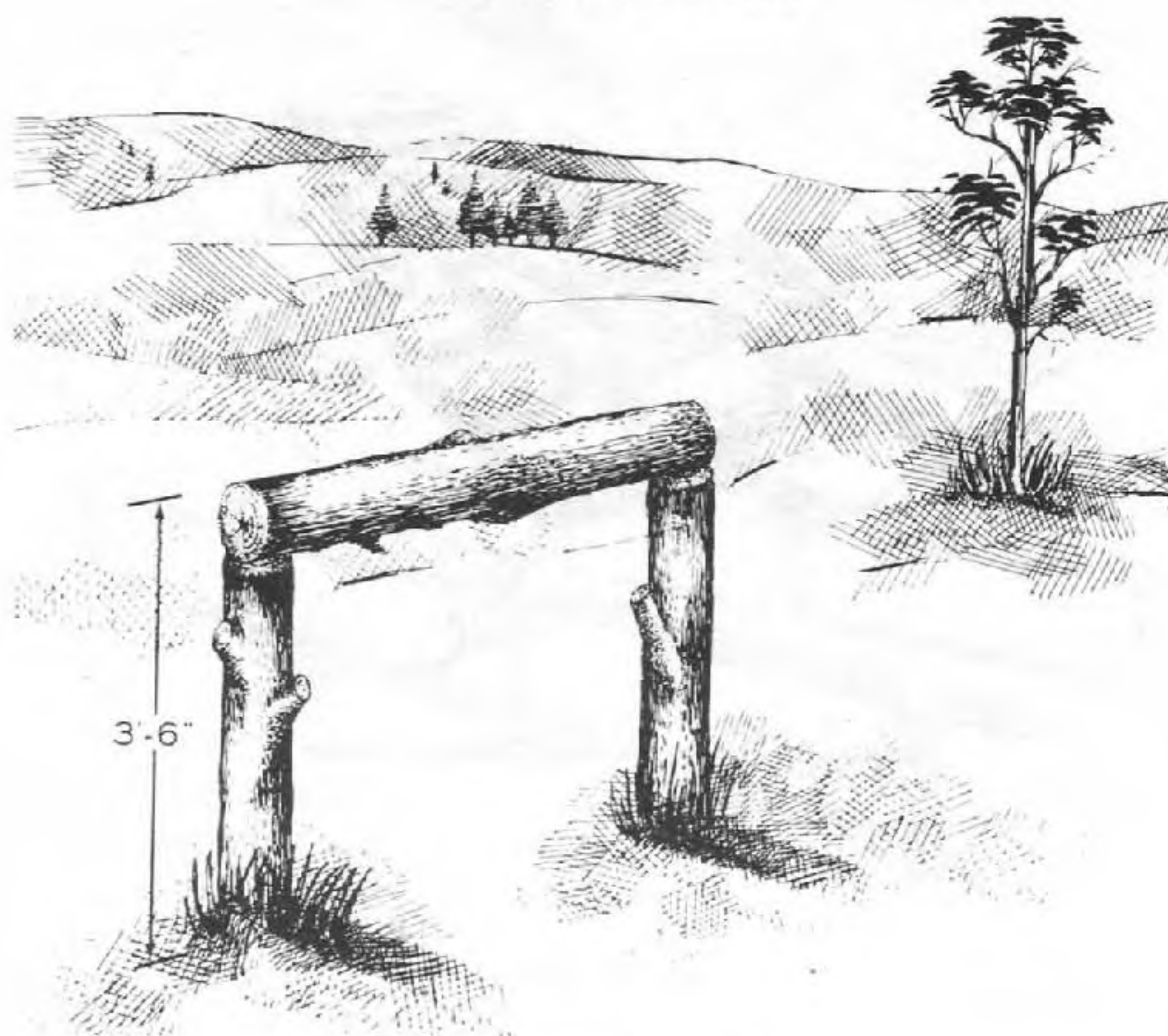


Figure 132. Fence vault.

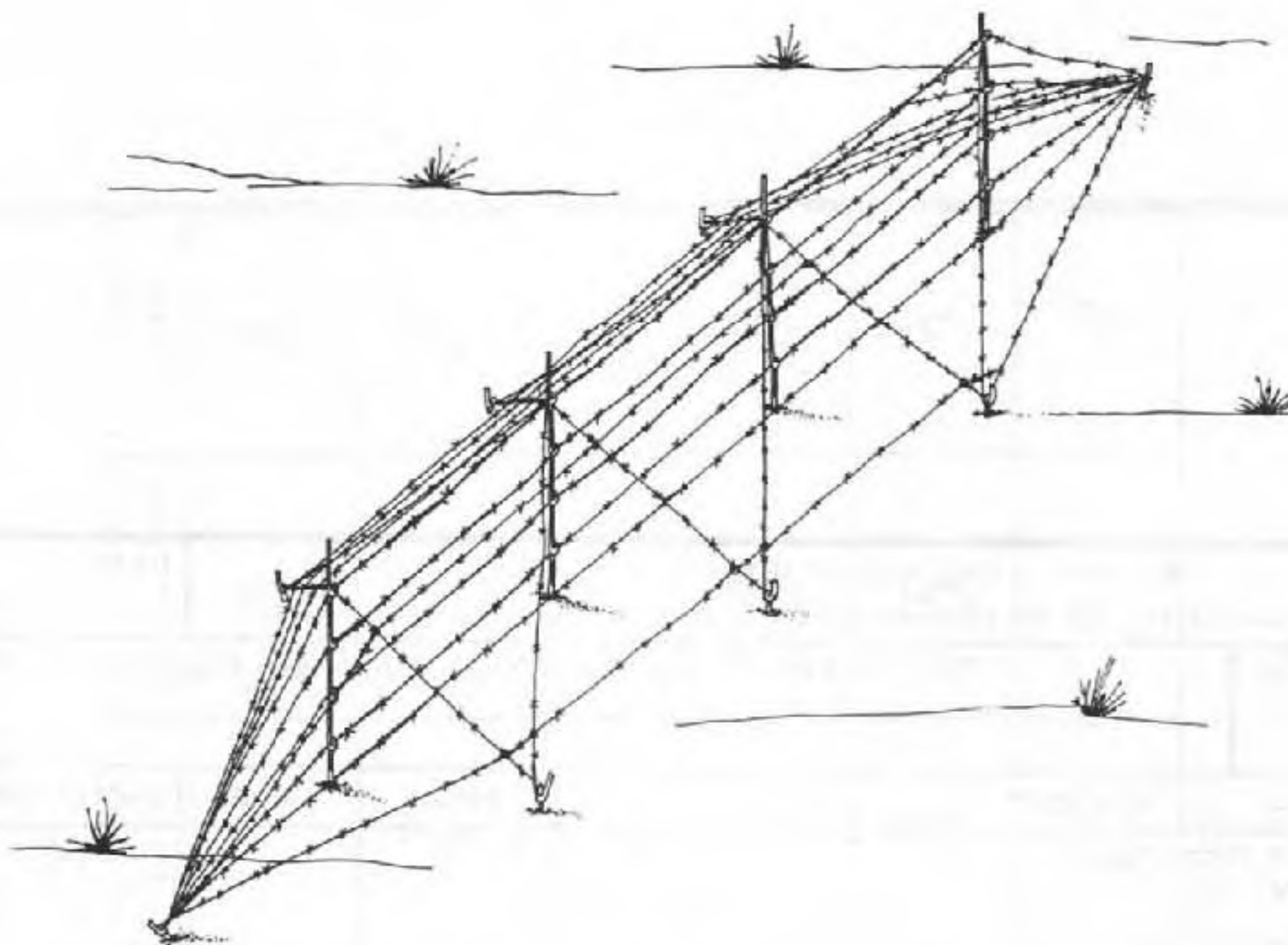


Figure 133. Double apron barbwire fence.

11. Scoresheets*

Three scoresheets are outlined below which are used to record performance of men who complete the Bayonet Assault Course.

a. The Bayonet Target Scoresheet, (DA Form 1770-R) (fig. 134), is used to insure a standard scoring system for each of the eight fixed targets on any bayonet assault course. This form contains the five standard criteria for scoring individual personnel on any of the targets. One of these scorecards must be scored for each man at each different target; therefore, eight scoresheets are required for each man. The maximum score possible on each fixed target is 25 points.

* These scoresheets are presented in duplicate, one filled in as an example for the user, and one blank for reproduction locally by means of a mechanical copying device.

b. The bayonet course qualification score sheet (fig. 135) is used to consolidate the eight separate scores awarded on the course. The scores of the individual are totaled on this scoresheet, and the total points are recorded (out of a possible total of 200 points). His total score is then converted to a percentage score and this percentage is also recorded on this scoresheet.

c. The lane scorer's record for bayonet test (fig. 136) may be used as a means of consolidating scores. The scorer at each target scores individual personnel on the bayonet target scoresheet (fig. 134) and then transfers each individual's score to the lane scorer's record. The use of this record will simplify the completion of bayonet qualification course scoresheets (fig. 135), following the administration of the qualification course.

BAYONET TARGET SCORESHEET		DATE		
For use of this form, see FM 21 - 150; the proponent agency is U. S. Continental Army Command.				
TARGET POST NUMBER	TYPE OF TARGET (i. e., Parry Thrust, Vertical Butt Stroke, etc.)			
ELEMENT	POOR	GOOD	EXCELLENT	GRADE
1. DID MAN ATTACK A VULNERABLE PART OF TARGET? (TOTAL POSSIBLE POINTS-3)				
2. DID HE SELECT PROPER MOVEMENT TO ATTACK TARGET AT THIS POST? (TOTAL POSSIBLE POINTS - 5)				
3. DID HE EXECUTE MOVEMENT PROPERLY (MAINTAINING HIS BALANCE AND SPEED)? (TOTAL POSSIBLE POINTS-7)				
4. DID HE DISABLE HIS OPPONENT? (TOTAL POSSIBLE POINTS-5)				
5. DID HE AGGRESSIVELY CONTINUE HIS ASSAULT TO NEXT POST? (TOTAL POSSIBLE POINTS - 5)				
TOTAL (MAXIMUM - 25)				
NAME OR ROSTER OF PERSON RUNNING THE COURSE		NAME AND GRADE OF SCORER		

DA FORM 1770-R, 1 Aug 71

PREVIOUS EDITION OF THIS FORM IS OBSOLETE.

Figure 134. Bayonet target scoresheet (DA Form 1770-R). (Locally reproduced.)

BAYONET TARGET SCORESHEET		DATE		
For use of this form, see FM 21 - 150; the proponent agency is U. S. Continental Army Command.		1 JAN 76		
TARGET POST NUMBER	TYPE OF TARGET (i. e., Parry Thrust, Vertical Butt Stroke, etc.)			
4	PARRY THRUST			
ELEMENT	POOR	GOOD	EXCELLENT	GRADE
1. DID MAN ATTACK A VULNERABLE PART OF TARGET? (TOTAL POSSIBLE POINTS-3)	0	1	3	3
2. DID HE SELECT PROPER MOVEMENT TO ATTACK TARGET AT THIS POST? (TOTAL POSSIBLE POINTS - 5)	0	3	5	5
3. DID HE EXECUTE MOVEMENT PROPERLY (MAINTAINING HIS BALANCE AND SPEED)? (TOTAL POSSIBLE POINTS-7)	0	5	7	5
4. DID HE DISABLE HIS OPPONENT? (TOTAL POSSIBLE POINTS-5)	0	3	5	3
5. DID HE AGGRESSIVELY CONTINUE HIS ASSAULT TO NEXT POST? (TOTAL POSSIBLE POINTS - 5)	0	3	5	3
TOTAL (MAXIMUM - 25)	0	15	25	19
NAME OR ROSTER OF PERSON RUNNING THE COURSE		NAME AND GRADE OF SCORER		
# 96		ROGERS, R. 1/LT		

DA FORM 1770-R, 1 Aug 71

PREVIOUS EDITION OF THIS FORM IS OBSOLETE.

Figure 184—Continued.

BAYONET COURSE QUALIFICATION SCORESHEET			DATE
For use of this form see FM 21-150; the proponent agency is U. S. Continental Army Command.			1 JAN. 1970
LAST NAME DOE	FIRST JOHN	MI A.	ROSTER NO. 96
LANE NUMBER 2	ORDER NUMBER 8	UNIT A 1/66	SCORE
1. PARRY THRUST			21
2. PARRY BUTT STROKE TO GROIN			21
3. PRONE TARGET IN CRATER			25
4. PARRY BUTT STROKE TO HEAD			19
5. PARRY THRUST			22
6. PARRY RIGHT THRUST			23
7. PARRY BUTT STROKE TO GROIN			20
8. THRUST			25
TOTAL			176
NAME AND GRADE OF SCORER ROGERS R. 1/LT			87.5%

DA FORM 3751-R, 1 Aug 71

Figure 185. Bayonet course qualification scoresheet. (Locally reproduced.)

BAYONET COURSE QUALIFICATION SCORESHEET			DATE
For use of this form see FM 21-150; the proponent agency is U. S. Continental Army Command.			
LAST NAME		FIRST	MI
ROSTER NO.			
LANE NUMBER	ORDER NUMBER	UNIT	SCORE
1. PARRY THRUST			
2. PARRY BUTT STROKE TO GROIN			
3. PRONE TARGET IN CRATER			
4. PARRY BUTT STROKE TO HEAD			
5. PARRY THRUST			
6. PARRY RIGHT THRUST			
7. PARRY BUTT STROKE TO GROIN			
8. THRUST			
TOTAL			
NAME AND GRADE OF SCORER			

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Figure 185—Continued.

LANE SCORER'S RECORD FOR BAYONET TEST							
For use of this form, see FM 21-150, the proponent agency in U.S. Continental Army Command.							
LANE #		TARGET #		NAME			
ORDER	SCORE	ORDER	SCORE	ORDER	SCORE	ORDER	SCORE
1		18		35		52	
2		19		36		53	
3		20		37		54	
4		21		38		55	
5		22		39		56	
6		23		40		57	
7		24		41		58	
8		25		42		59	
9		26		43		60	
10		27		44		61	
11		28		45		62	
12		29		46		63	
13		30		47		64	
14		31		48		65	
15		32		49		66	
16		33		50		67	
17		34		51		68	

DA FORM 3752-R, 1 Aug 71

Figure 136. Lane scorer's record for bayonet test. (Locally reproduced.)

LANE SCORER'S RECORD FOR BAYONET TEST

For use of this form, see FM 21-150, the proponent agency in U.S. Continental Army Command.

LANE # <i>2</i>		TARGET # <i>5</i>		NAME <i>Jones, F.B. PSgt.</i>			
ORDER	SCORE	ORDER	SCORE	ORDER	SCORE	ORDER	SCORE
1	<i>20</i>	18	<i>25</i>	35	<i>19</i>	52	<i>23</i>
2	<i>17</i>	19	<i>25</i>	36	<i>25</i>	53	<i>23</i>
3	<i>20</i>	20	<i>23</i>	37	<i>25</i>	54	<i>20</i>
4	<i>15</i>	21	<i>20</i>	38	<i>20</i>	55	<i>21</i>
5	<i>19</i>	22	<i>21</i>	39	<i>21</i>	56	<i>25</i>
6	<i>18</i>	23	<i>19</i>	40	<i>21</i>	57	<i>25</i>
7	<i>25</i>	24	<i>25</i>	41	<i>18</i>	58	<i>24</i>
8	<i>22</i>	25	<i>25</i>	42	<i>25</i>	59	<i>25</i>
9	<i>25</i>	26	<i>25</i>	43	<i>19</i>	60	<i>20</i>
10	<i>24</i>	27	<i>23</i>	44	<i>23</i>	61	<i>18</i>
11	<i>20</i>	28	<i>24</i>	45	<i>23</i>	62	<i>24</i>
12	<i>17</i>	29	<i>21</i>	46	<i>22</i>	63	<i>24</i>
13	<i>25</i>	30	<i>25</i>	47	<i>23</i>	64	<i>19</i>
14	<i>25</i>	31	<i>25</i>	48	<i>19</i>	65	<i>20</i>
15	<i>20</i>	32	<i>25</i>	49	<i>19</i>	66	<i>22</i>
16	<i>23</i>	33	<i>23</i>	50	<i>20</i>	67	<i>23</i>
17	<i>18</i>	34	<i>20</i>	51	<i>25</i>	68	<i>24</i>

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Figure 136—Continued.

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