

# INDEX

- azimuth**
  - back, 6-2 (illus)
  - grid, 6-2, 6-3 (illus), 6-4, 6-8
  - magnetic, 6-7 (illus)
  - origin, 6-2 (illus)
  - plotting, 6-5 (illus) thru 6-9
- base lines**, 6-1 (illus)
  - grid north
  - magnetic north
  - true north
- bench marks**, 10-3
- codes, numerical**, 4-18
- colors, map**, 3-5
- compass, lensatic**
  - handling, 9-1, 9-2
  - orienting a map, 11-1
  - parts, 9-1, 9-2 (illus)
  - techniques, 9-2 thru 9-6
- compass**, M2, G-1
- contour intervals**, 10-2 (illus)
- course, land navigation**, 14-2
- dead reckoning**, 11-9 thru 11-11, 12-4, 12-5
- declination**
  - conversion, 6-6 thru 6-9
  - diagram, 6-6 (illus), 11-1, 11-2
- degree**, 6-1
- distance determiners**
  - estimation, 5-9 (illus)
  - odometer, 5-8
  - pace count, 5-8
  - subtense, 5-8
- elevation depicting method**
  - bench marks, 10-3
  - contour intervals, 10-2 (illus)
  - spot elevations, 10-3
- EPLRS (enhanced position location reporting system)**, H-1, H-2
- extension scale**, 5-6 (illus)
- false easting**, 4-8 (illus)
- false northing**, 4-8 (illus)
- field-expedient techniques**
  - shadow-tip method, 9-6
  - star method, 9-8, 9-9 (illus)
  - watch method, 9-7
- folding a map**, B-1
- foreign map**, I-1, I-2
- G/VLLD (ground/vehicular laser locator designator)**, H-2
- geographic coordinates**, 4-2
- geographic interval**, 4-2
- GEOREF (World Geographic Reference System)**, 4-17 (illus)
- global positioning system**, 9-10, H-4, J-1, J-2
- grad**, 6-1
- graphic (bar) scales**, 5-2 (illus)
  - extension scale, 5-2 thru 5-8
  - primary scale, 5-2 thru 5-8
  - time-distance scale, 5-7 (illus)
- grid coordinates**, 4-10 thru 4-15
- grid-magnetic angle**, 6-6 thru 6-9 grid north, 6-1
- grid north**, 6-1
- grid reference box**, 4-16 (illus)
- grids, military** 4-7
  - coordinates, 4-10 thru 4-15
  - lines, 4-10, 4-11 (illus)
  - reference system, 4-9
  - squares, 4-10, 4-11 (illus)
  - Universal Polar Stereographic, 4-8, 4-9, 4-10 (illus)
  - Universal Transverse Mercator, 4-7, 4-8 (illus), 4-9
- intersection methods**
  - map and compass, 6-9 (illus)
  - straightedge, 6-10 (illus)
- joint operations graphic**, 2-3 (illus), 2-4
  - air, D-1
  - ground, D-1
- latitude**, 4-1 thru 4-4

**longitude**,4-1 thru 4-4

**M2 compass** G-1,G-2

**maps**

- foreign, I-1, I-2
- military city map, 2-4
- photomap, 2-3
- planimetric, 2-3
- special, 2-4
- substitutes for military maps, 2-4
- topographic, 2-3
- types, 2-3, 2-4

**marginal information**,3-1 thru 3-5, 3-3 (illus)

- colors, 3-5
- symbols, 3-5

**measures**

- angular, C-1
- conversion factors, C-2
- English system, C-1
- metric system, C-1

**mil**, 6-1

**military city map**,2-4

**mounted navigation**

- combination, 12-5, 12-6
- dead reckoning, 12-4
- duties, 12-1
- effects of terrain, 12-1

**navigation methods**

- arctic, 13-7
- combination of techniques, 11-12
- dead reckoning, 11-9thru 11-11
- deserts, 13-2
- jungles, 13-6
- mountains, 13-4
- mounted, 12-1
- night, 11-12
- terrain association, 11-11
- urban areas, 13-7

**night vision goggles**

- AN/PVS-5, H-1
- AN/PVS-7, H-1

**orienteering, civilian**,F-16

**orienteering, military**

- control points, F-8
- course, F-1 thru F-4
- equipment, F-5, F-6
- map symbols, F-8thru F-16 (illus)
- officials, F-5

- safety, F-7
- scoring, F-6
- start/finish area, F-5
- techniques, F-16

**orienting the map methods**

- using a compass, 11-1, 11-2(illus)
- using field expedients, 11-4
- using terrain association, 11-2

**overlay**

- aerial photograph, 7-3 (illus)
- map, 7-1, 7-2 (illus)

**PADS (position and azimuth determining system)**,H-2

**photographs, aerial**

- advantages, 8-1
- disadvantages, 8-1
- features, 8-15
- film types, 8-5, 8-6
- indexing, 8-8 thru 8-11
- numbering and titling, 8-6
- scale determination, 8-6, 8-7, 8-8 (illus)
- stereovision, 8-16 thru 8-19 (illus)
- types, 8-1 thru 8-5

**photomap**,2-3

**photomosaic** 2-4

**planimetric map**,2-3

**point designation grid**,8-12 thru 8-15 (illus)

**polar coordinates**,6-12, 6-13 (illus)

**polar plot**, 6-12, 6-13 (illus)

**prime meridian**,4-1 (illus)  
table, 4-7

**procurement** 2-1,2-2

**profiles, construction**,10-16

**protractor**

- types, 6-4 (illus)
- usage, 6-4, 6-5

**QRMP** (quick response multicolor printer),H-2, H-3

**relief depicting methods**

- contour lines, 10-1

- 
- form lines, 10-1
  - hachures, 10-1
  - layer tinting, 10-1
  - shaded relief, 10-1
- representative fraction (scale)**,2-2, 2-3, 412,(illus), 5-1
- large
  - medium
  - small
- resection method**
- map and compass, 6-10, 6-11 (illus)
  - modified, 6-12, 6-13(illus)
  - straightedge, 6-11, 6-12 (illus)
- ridge line**, 10-9 (illus)
- ridgeline**, 10-16
- safety**, 1-2
- scale (representative fraction)**,2-2, 2-3, 4-12 (illus), 5-1
- sketches, military**,A-1
- skill progression, navigation**
- enlisted, 1-1
  - officer, 1-1
- slopes (all illus)**
- concave, 10-5
  - convex, 10-5
  - gentle, 10-4
  - percentage, 10-6, 10-7
  - steep, 10-4
- SOSES (shape, orientation, size, elevation, slope)**,0-15
- special map**,2-4
- stereovision**
- mirror stereoscope, 8-18 (illus)
  - overlap, 8-16 (illus)
  - pocket stereoscope, 8-18 (illus)
- stereopair, 8-19 (illus)
  - side lap, 8-17 (illus)
- streamlining** 10-16
- sustainment program**
- certification, 14-1
  - development, 14-1
  - training guidance, 14-1
- symbols, map**
- military, 3-5
  - topographic, 3-5
- terrain analysis, tactical**
- METT-T, 11-7
  - OCOKA, 11-6
  - route selection, 11-8, 11-9
- terrain association** 11-11 ,11-12, 12-3, 1 2-4
- terrain features** 10-9 thru 10-14, 10-16 (illus)
- interpretation, 10-14thru 10-16
  - major, 10-9 thru 10-12 (illus)
  - minor, 10-12,10-13(illus)
  - profiles, 10-16thru 10-20
  - supplementary, 10-14 (illus)
- terrain model** 2-4
- terrain types**
- arctic, 13-6, 13-7
  - deserts, 13-1 thru 13-3
  - jungles, 13-4thru 13-6
  - mountains, 13-3, 13-4
  - urban, 13-7
- topographic map** 2-3
- train-the-trainer program** 14-1, 14-2
- training material, exportable** E-1
- true north** 6-1
-