

BOUNDING OVERWATCH

Use BOUNDING OVERWATCH to move:

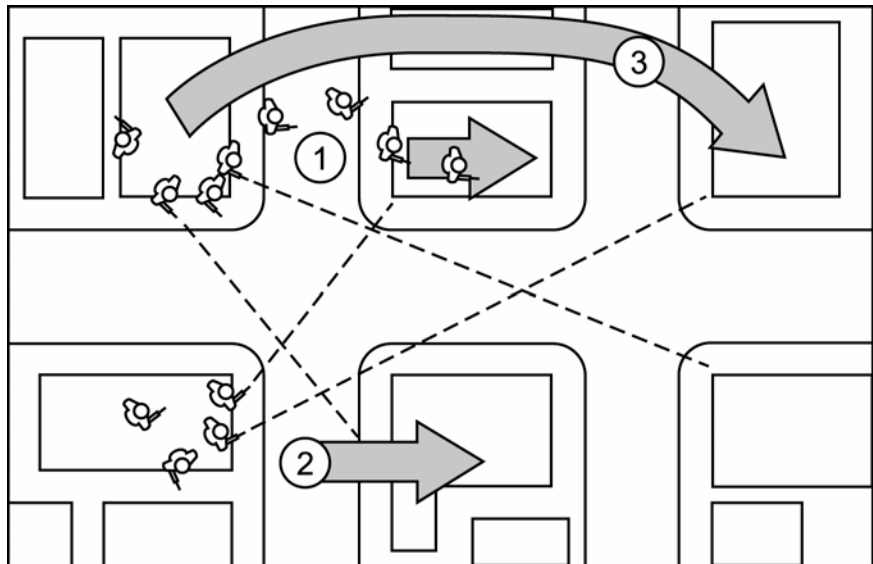
When you expect contact.
When you do NOT know where the enemy are.
When you are NOT in a hurry.

Use BOUNDING OVERWATCH for:

Movement to Contact	Sweeps and Searches
Crossing large danger areas	Hasty Attacks
Withdrawal under fire	Assaults

The elements of the unit each alternate between *moving* and *overwatching* the movements of the other elements.

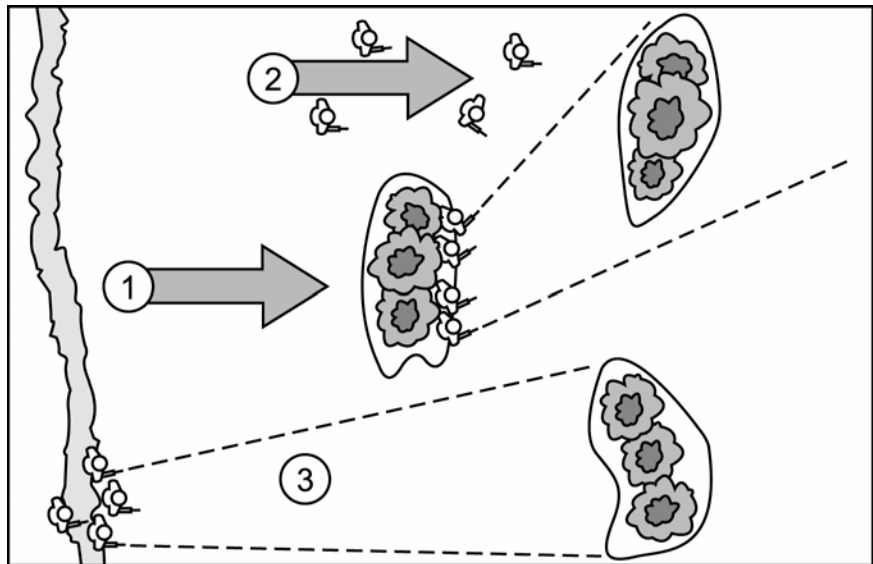
Only one element moves at a time. Each move is a short bound from one covered position to another. The other elements provide *overwatch*—observation and immediate fire support, if needed. The entire unit moves in a continuous series of short bounds.



In the illustrations:

1. The 1st element moves while the other elements overwatch likely enemy locations.
2. 2nd element bounds forward while 1st and 3rd overwatch.
3. 3rd element catches up. 1st and 2nd overwatch.

Units stay close enough to observe each other. Attached machineguns should overwatch the most dangerous areas.



Bounding Overwatch provides significant benefits:

- Maximum dispersion and stealth minimizes your exposure to enemy observation and fires.
- Maximum security is gained. A unit surprised by enemy fire receives immediate suppression from a sister unit. Without overwatch, the unit becomes pinned, casualties occur, mortars fall, and then the enemy begins to maneuver against you.

Using *alternate bounds*, elements leapfrog past one another. Using *successive bounds*, elements catch up to one another in the same order of movement.