

**Circuit Training
and Exercise Drills**

This chapter gives commanders and trainers guidance in designing and using exercise circuits. It describes calisthenic exercises for developing strength, endurance, coordination, and flexibility. It also describes grass drills and guerilla exercises which are closely related to soldiering skills and should be regularly included in the unit's physical fitness program.

Circuit training is a term associated with specific training routines. Commanders with a good understanding of the principles of circuit training may apply them to a wide variety of training situations and environments.

Circuits

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Circuits are designed to provide exercise to groups of soldiers at intensities which suit each person's fitness level. Circuits can promote fitness in a broad range of physical and motor fitness areas. These include CR endurance, muscular endurance, strength, flexibility, and speed. Circuits can also be designed to concentrate on sports skills, soldiers' common tasks, or any combination of these. In addition, circuits can be organized to exercise all the fitness components in a short period of time. A little imagination can make circuit training an excellent addition to a unit's total physical fitness program. At the same time, it can provide both fun and a challenge to soldiers' physical and mental abilities. Almost any area can be used, and any number of soldiers can exercise for various lengths of time.

TYPES OF CIRCUITS

The two basic types of circuits are the free circuit and the fixed circuit. Each has distinct advantages.

Free Circuit

In a free circuit, there is no set time for staying at each station, and no signal is given to move from one station to the next. Soldiers work at their own pace, doing a fixed number of repetitions at each station. Progress is measured by the time needed to complete a circuit. Because soldiers may do incomplete or fewer repetitions than called for to reduce this time, the quality and number of the repetitions done should be monitored. Aside from this, the free circuit requires little supervision.

Fixed Circuit

In a fixed circuit, a specific length of time is set for each station. The time is monitored with a stopwatch, and soldiers rotate through the stations on command.

There are three basic ways to increase the intensity or difficulty of a fixed circuit:

- Keep the time for completion the same, but increase the number of repetitions.
- Increase the time per station along with the number of repetitions.
- Increase the number of times soldiers go through the circuit.

VARIABLES IN CIRCUIT TRAINING

Several variables in circuit training must be considered. These include the time, number of stations, number of

time, number of stations, number of soldiers, number of times the circuit is completed, and sequence of stations. These are discussed below.

Time

One of the first things to consider is how long it should take to complete the circuit. When a fixed circuit is run, the time at each station should always be the same to avoid confusion and help maintain control. Consider also the time it takes to move from one station to the next. Further, allow from five to seven minutes both before and after running a circuit for warming up and cooling down, respectively.

Number of Stations

The objective of the circuit and time and equipment available strongly influence the number of stations. A circuit geared for a limited objective (for example, developing lower-body strength) needs as few as six to eight stations. On the other hand, circuits to develop both strength and CR fitness may have as many as 20 stations.

Number of Soldiers

If there are 10 stations and 40 soldiers to be trained, the soldiers should be divided into 10 groups of four each. Each station must then be equipped to handle four soldiers. For example, in this instance a rope jumping station must have at least four jump ropes. It is vital in a free circuit that no soldier stand around waiting for equipment. Having enough equipment reduces bottlenecks, slowdowns, and poor results.

Number of Times a Circuit is Completed

To achieve the desired training effect, soldiers may have to repeat the same

circuit several times. For example, a circuit may have ten stations. Soldiers may run through the circuit three times, exercising for 30 seconds at each station, and taking 15 seconds to move between stations. The exercise time at each station may be reduced to 20 seconds the second and third time through. The whole workout takes less than 45 minutes including warm-up and cool-down. As soldiers become better conditioned, exercise periods may be increased to 30 seconds or longer for all three rotations. Another option is to have four rotations of the circuit.

Sequence of Stations

Stations should be arranged in a sequence that allows soldiers some recovery time after exercising at strenuous stations. Difficult exercises can be alternated with less difficult ones. After the warm-up, soldiers can start a circuit at any station and still achieve the objective by completing the full circuit.

DESIGNING A CIRCUIT

The designer of a circuit must consider many factors. The six steps below cover the most important aspects of circuit development.

Determine Objectives

The designer must consider the specific parts of the body and the components of fitness on which soldiers need to concentrate. For example, increasing muscular strength may be the primary objective, while muscular endurance work may be secondary. On the other hand, improving cardiorespiratory endurance may be the top priority. The designer must first identify the training objective in order to choose the appropriate exercises.

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Select the Activities

The circuit designer should list all the exercises or activities that can help meet the objectives. Then he should look at each item on the list and ask the following questions:

- Will equipment be needed? Is it available?
- Will supervision be needed? Is it available?
- Are there safety factors to consider?

Answering these questions helps the designer decide which exercises to use. He can choose from the exercises, calisthenics, conditioning drills, grass drills, and guerrilla drills described in this chapter. However, he should not limit the circuit to only these activities. Imagination and field expediency are important elements in developing circuits that hold the interest of soldiers. (See Figures 7-1 through 7-3.)

Arrange the Stations

A circuit usually has 8 to 12 stations, but it may have as many as 20. After deciding how many stations to include, the designer must decide how to arrange them. For example, in a circuit for strength training, the same muscle group should not be exercised at consecutive stations.

One approach is to alternate “pushing” exercises with “pulling” exercises which involve movement at the same joint(s). For example, in a strength training circuit, exercisers may follow the pushing motion of a bench press with the pulling motion of the seated row. This could be followed by the pushing motion of the overhead press which could be followed by the pulling motion of the lat pull-down. Another approach might be to alternate between upper and lower body exercises.

By not exercising the same muscle group twice in a row, each muscle has

a chance to recover before it is used in another exercise. If some exercises are harder than others, soldiers can alternate hard exercises with easier ones. The choice of exercises depends on the objectives of the circuit.

Select the Training Sites

Circuits may be conducted outdoors or indoors. If the designer wants to include running or jogging a certain distance between stations, he may do this in several ways. In the gymnasium, soldiers may run five laps or for 20 to 40 seconds between stations. Outdoors, they may run laps or run between spread-out stations if space is available. However, spreading the stations too far apart may cause problems with control and supervision.

Prepare a Sketch

The designer should draw a simple sketch that shows the location of each station in the training area. The sketch should include the activity and length of time at each station, the number of stations, and all other useful information.

Lay Out the Stations

The final step is to lay out the stations which should be numbered and clearly marked by signs or cards. In some cases, instructions for the stations are written on the signs. The necessary equipment is placed at each station.

Sample Conditioning Circuits

Figures 7-1, 7-2, and 7-3 show different types of conditioning circuits. Soldiers should work at each station 45 seconds and have 15 seconds to rotate to the next station.

The choice of exercises for circuit training depends on the objectives of the circuit.

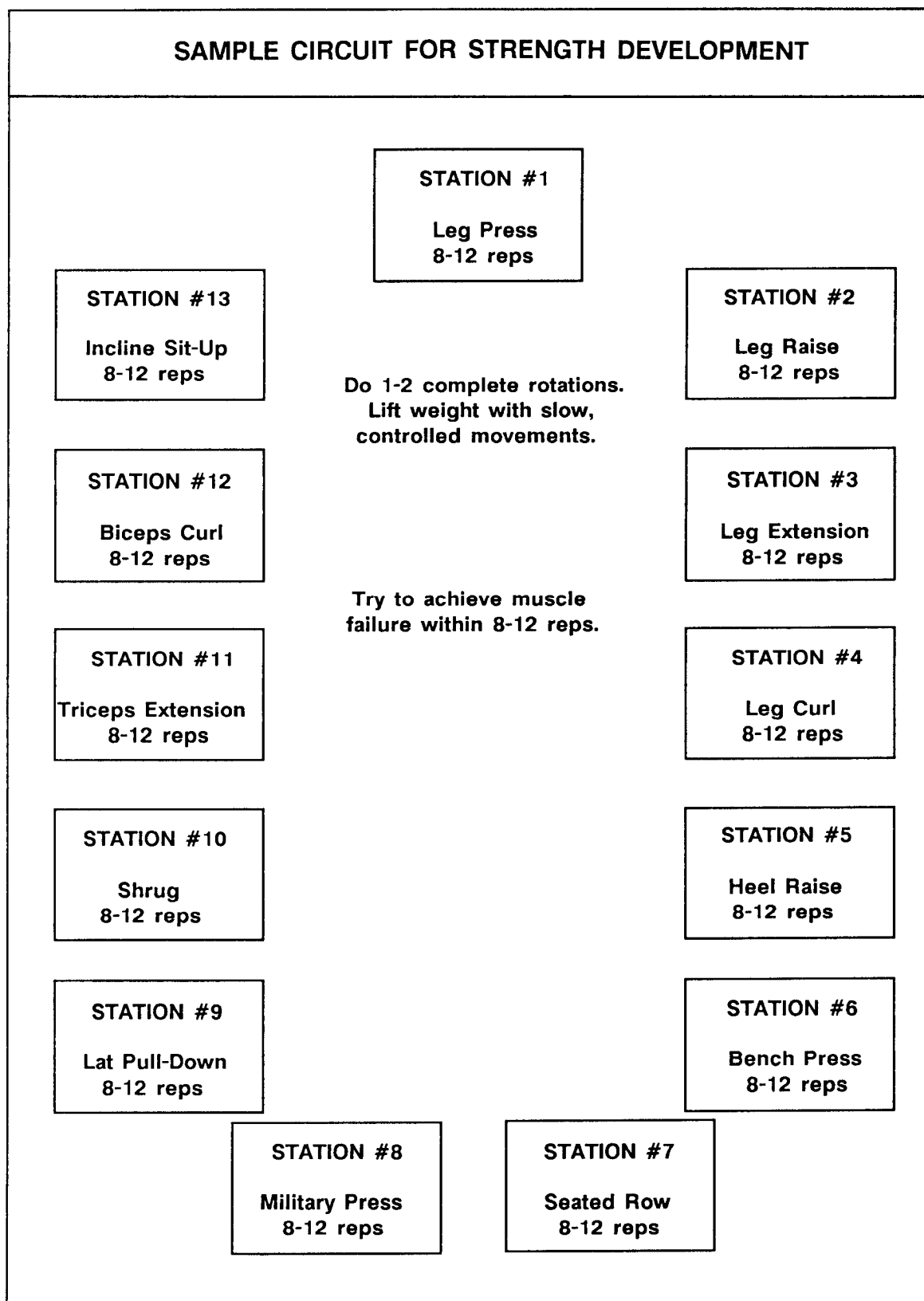


Figure 7-1

SAMPLE CIRCUIT FOR CARDIORESPIRATORY ENDURANCE

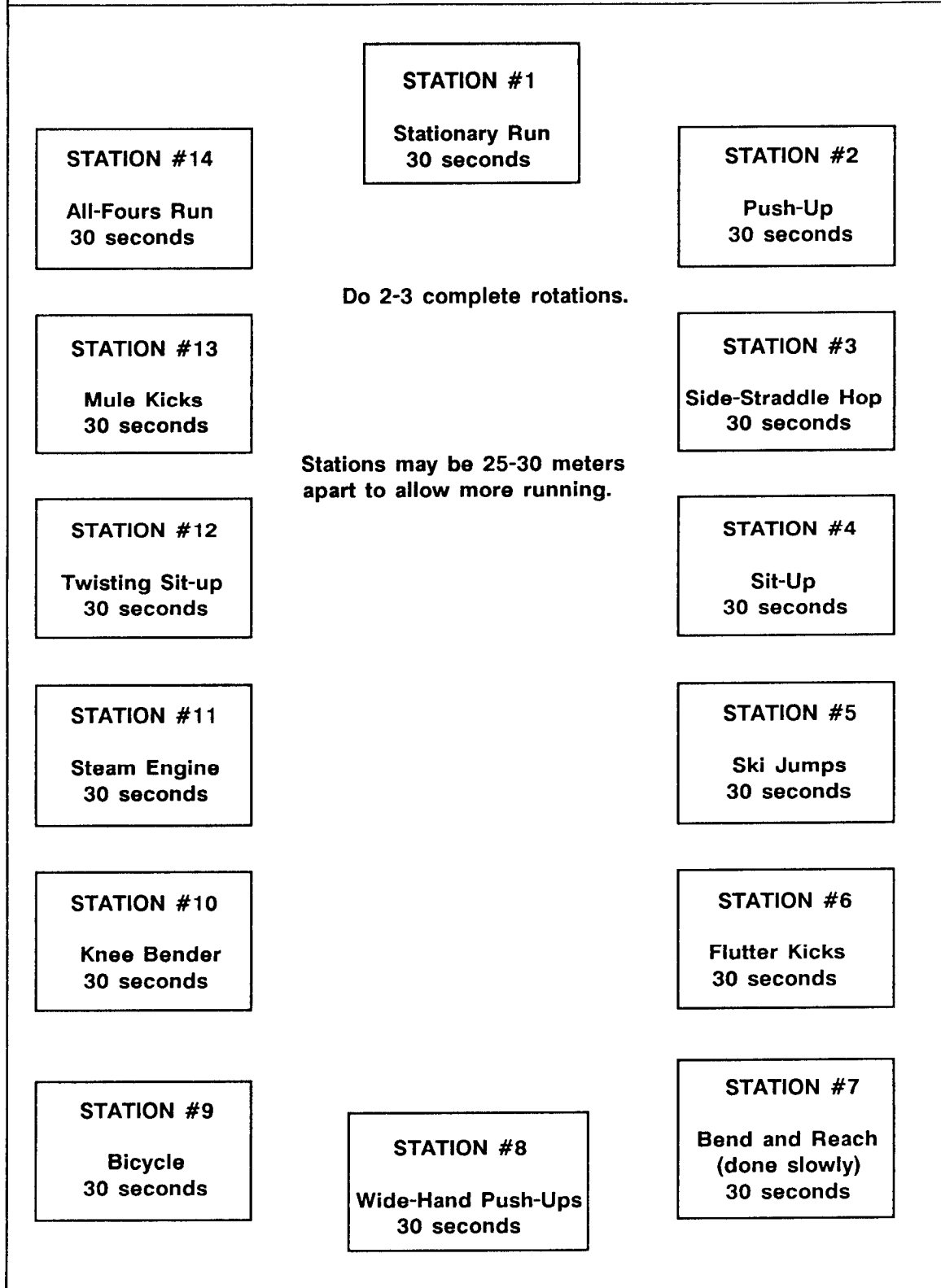


Figure 7-2

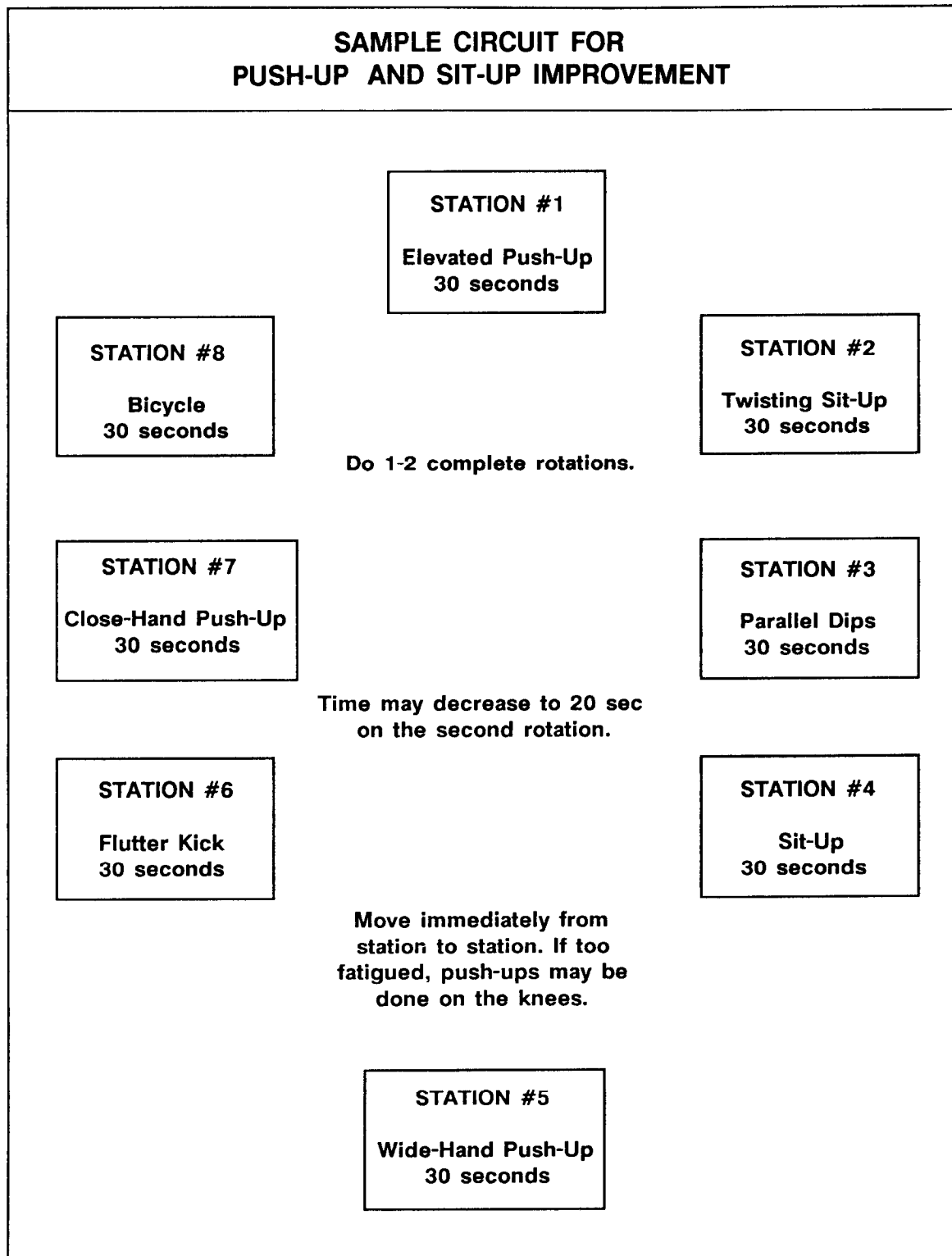


Figure 7-3

Calisthenics

Calisthenics can be used to help develop coordination. CR and muscular endurance, flexibility, and strength.

Calisthenics can be used to exercise most of the major muscle groups of the body. They can help develop coordination, CR and muscular endurance, flexibility, and strength. Poorly-coordinated soldiers, however, will derive the greatest benefit from many of these exercises.

Although calisthenics have some value when included in a CR circuit or when exercising to music, for the average soldier, calisthenics such as the bend and reach, squat bender, lunge, knee bender, and side-straddle hop can best be used in the warm-up and cool-down periods. Exercises such as the push-up, sit-up, parallel bar dip, and chin-up/pull-up, on the other hand, can effectively be used in the conditioning period to develop muscular endurance or muscular strength.

Please note that exercises such as the bend and reach, lunge, and leg spreader, which were once deleted from FM 21-20 because of their potential risk to the exerciser, have been modified and re-introduced in this edition. All modifications should be strictly adhered to.

Few exercises are inherently unsafe. Nonetheless, some people, because of predisposing conditions or injuries, may find certain exercises less safe than others. Leaders must consider each of their soldier's physical limitations and use good judgment before letting a soldier perform these exercises. However, for the average soldier who is of sound body, following the directions written below will produce satisfactory results with a minimum risk of injury.

Finally, some of the calisthenics listed below may be done in cadence. These calisthenics are noted, and directions are provided below with respect to the actions and cadence. When doing exercises at a moderate cadence, use 80 counts per minute. With a slow

cadence, use 50 counts per minute unless otherwise directed.

SAFETY FACTORS

While injury is always possible in any vigorous physical activity, few calisthenic exercises are really unsafe or dangerous. The keys to avoiding injury while gaining training benefits are using correct form and intensity. Also, soldiers with low fitness levels, such as trainees, should not do the advanced exercises highly fit soldiers can do. For example, with the lower back properly supported, flutter kicks are an excellent way to condition the hip flexor muscles. However, without support, the possibility of straining the lower back increases. It is not sensible to have recruits do multiple sets of flutter kicks because they probably are not conditioned for them. On the other hand, a conditioned Ranger company may use multiple sets of flutter' kicks with good results.

The key to doing calisthenic exercises safely is to use common sense. Also, ballistic (that is, quick-moving) exercises that combine rotation and bending of the spine increase the risk of back injury and should be avoided. This is especially true if someone has had a previous injury to the back. If this type of action is performed, slow stretching exercises, not conditioning drills done to cadence, should be used.

Some soldiers complain of shoulder problems resulting from rope climbing, horizontal ladder, wheelbarrow, and crab-walk exercises. These exercises are beneficial when the soldier is fit and he does them in a regular, progressive manner. However, a certain level of muscular strength is needed to do them safely. Therefore, soldiers should progressively train to build up to these exercises. Using such exercises for unconditioned soldiers increases the risk of injury and accident.

Progression and Recovery

Other important principles for avoiding injury are progression and recovery. Programs that try to do too much too soon invite problems. The day after a “hard” training day, if soldiers are working the same muscle groups and/or fitness components, they should work them at a reduced intensity to minimize stress and permit recovery.

The best technique is to train alternate muscle groups and/or fitness components on different days. For example, if the Monday-Wednesday-Friday (M-W-F) training objective is CR fitness, soldiers can do ability group running at THR with some light calisthenics and stretching. If the Tuesday-Thursday (T-Th) objective is muscular endurance and strength, soldiers can benefit from doing partner-resisted exercises followed by a slow run. To ensure balance and regularity in the program, the next week should have muscle endurance and strength development on M-W-F and training for CR endurance on T-Th. Such a program has variety, develops all the fitness components, and follows the seven principles of exercise while, at the same time, it minimizes injuries caused by overuse.

Leaders should plan PT sessions to get a positive training effect, not to conduct “gut checks.” They should know how to correctly do all the exercises in their program and teach their soldiers to train using good form to help avoid injuries.

Key Points for Safety

Doing safe exercises correctly improves a soldier’s fitness with a minimum risk of injury.

The following are key points for ensuring safety during stretching and calisthenic exercises:

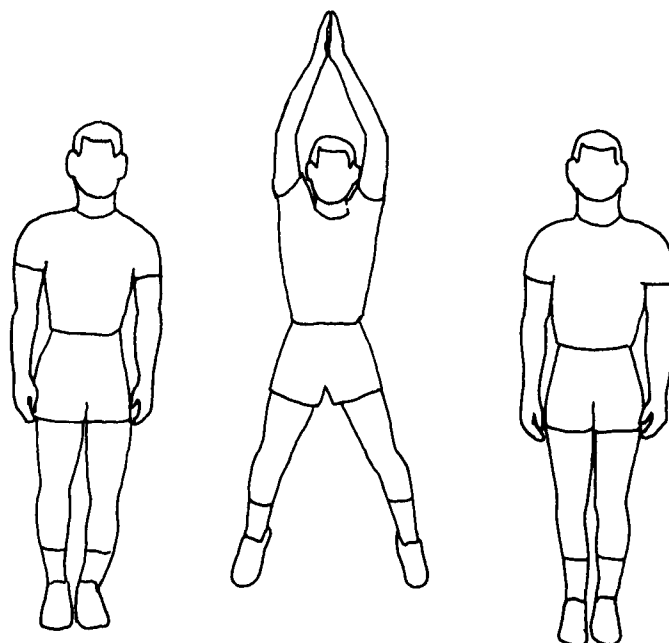
- Stretch slowly and without pain and unnatural stress to a joint. Use static (slow and sustained) stretching for warming up, cooling down, ballistic (bouncy or jerky) stretching movements.
- Do not allow the angle formed by the upper and lower legs to become less than 90 degrees when the legs are bearing weight.
- A combination of spinal rotation and bending should generally be avoided. However, if done, use only slow, controlled movements with little or no extra weight.

Leaders must be aware of the variety of methods they may use to attain their physical training goals. The unit’s Master Fitness Trainer is schooled to provide safe, effective training methods and answer questions about training techniques.

CALISTHENIC EXERCISES

The following are some common calisthenic exercises.

SIDE-STRADDLE HOP

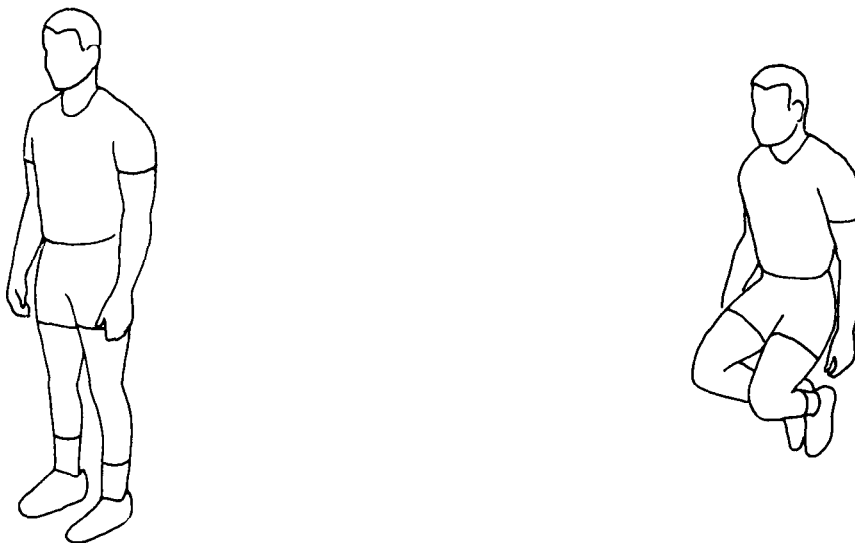


Position: Assume the position of attention.

Action: (1) Jump slightly into the air while moving the legs more than shoulder-width apart, swinging the arms overhead, and clapping the palms together. (2) Jump slightly into the air while swinging the arms sideward and downward and returning to the position of attention. (3) Repeat action 1. (4) Repeat action 2. Use a moderate cadence.

Variation: (1) Jump slightly into the air while moving the left leg forward and the right leg backward, swinging the arms overhead, and clapping the palms together. (2) Jump slightly into the air while swinging the arms sideward and downward and returning to the position of attention. (3) Repeat the jumping and arm movements of action 1 while moving the right leg forward and the left leg backward. (4) Repeat action 2. Use a moderate cadence.

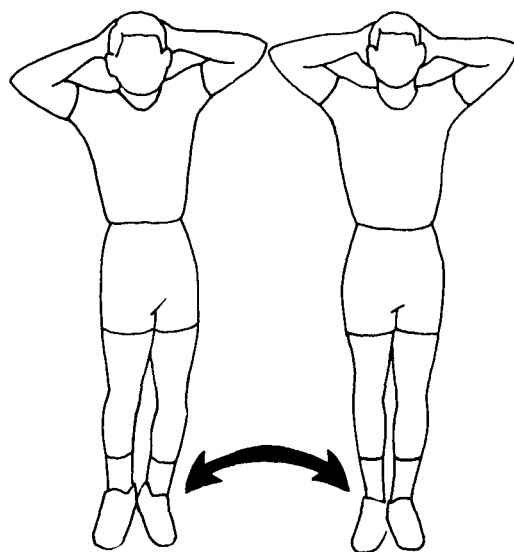
MULE KICK



Position: Stand with the feet shoulder-width apart.

Action: Jump up repeatedly while kicking the heels to the buttocks. To do the Mule Kick to cadence, do one repetition per count. Use a moderate cadence.

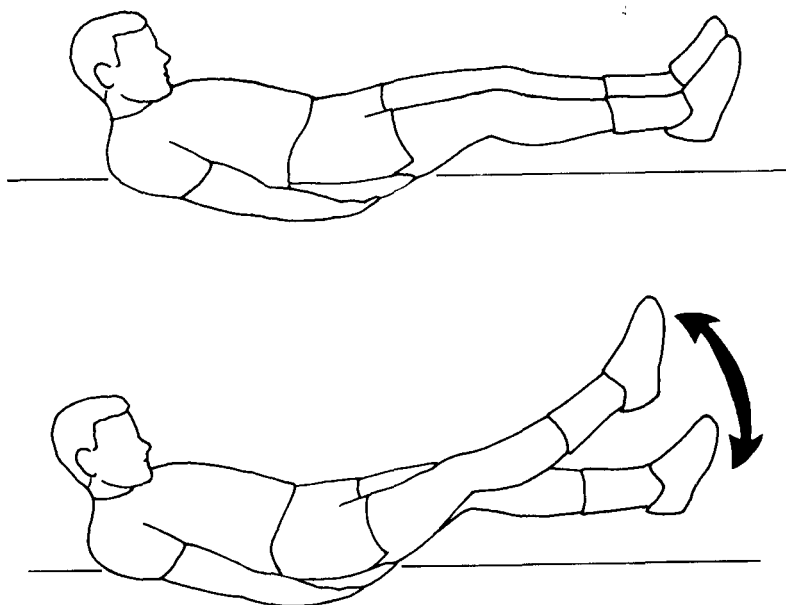
SKI JUMP



Position: Stand with the feet together, the hands placed behind the head with the fingers interlaced.

Action: (1) Keeping the feet together, jump sideways to the left. (2) Keeping the feet together, jump sideways to the right. (3) Repeat action 1. (4) Repeat action 2. Use a moderate cadence.

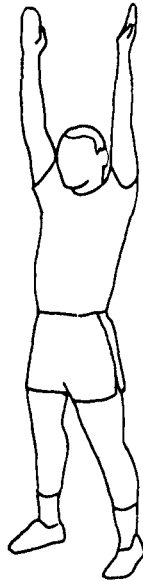
FLUTTER KICK



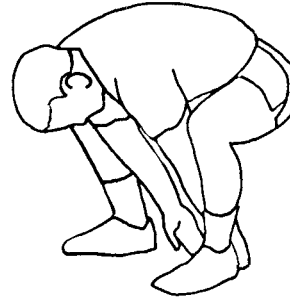
Position: Lie on your back with the hands beneath the buttocks, the head raised, and the knees slightly bent.

Action: Alternately raise and lower the legs, keeping the knees slightly bent and the feet elevated 6 to 18 inches above the floor. To do the flutter kick to cadence, do one repetition per count. Use a moderate cadence.

BEND AND REACH

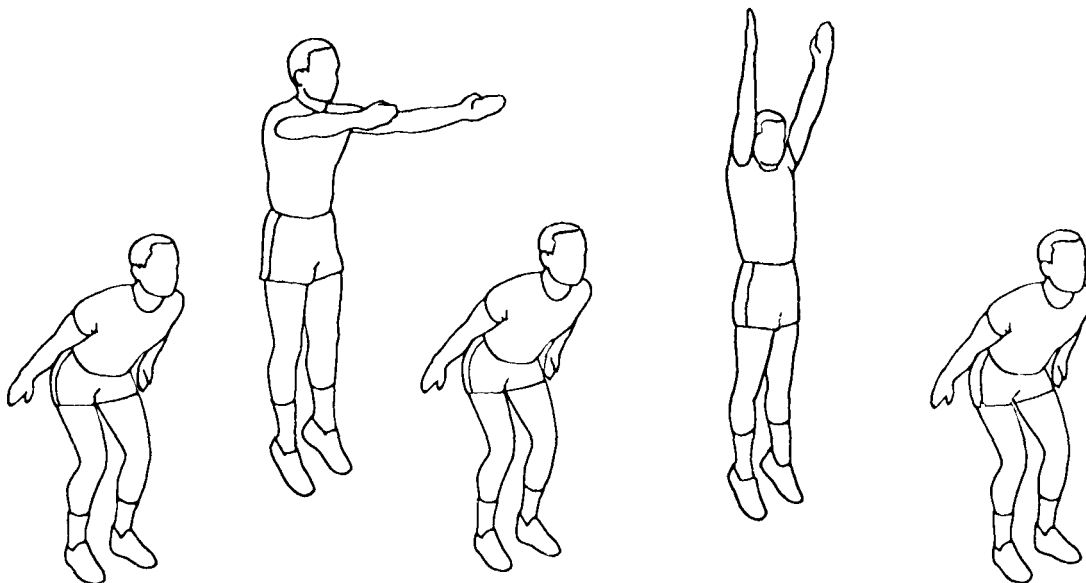


Position: Stand in a wide, side-straddle position with the palms facing each other and the arms overhead and straight.



Action: (1) Bend at the knees and waist. Slowly bring the arms down, and reach between the legs as far as possible. **Make sure the angle formed by the upper and lower leg is never less than 90 degrees.** (2) Recover slowly to the start position. (3) Repeat action 1. (4) Repeat action 2. Use a slow cadence.

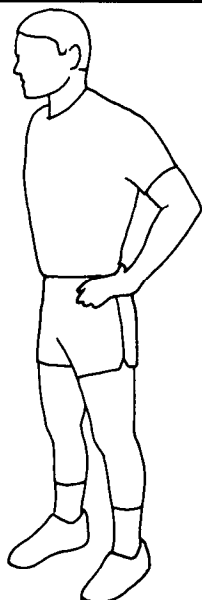
HIGH JUMPER



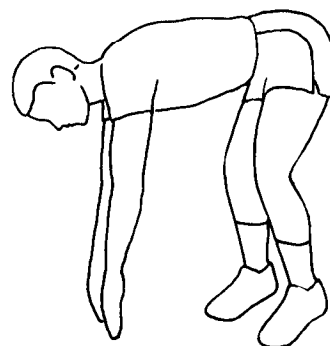
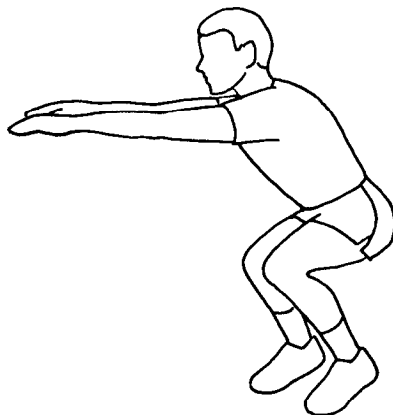
Position: Place the feet about shoulder-width apart with the knees flexed. Bend forward at the waist, aligning the arms with the trunk and hips. Keep the arms straight at all times during the exercise. Keep the palms facing each other with the head and eyes initially to the front.

Action: (1) Take a slight jump into the air while swinging the arms forward and up to shoulder level. (2) Take a slight jump while swinging the arms backward, returning to the start position. (3) Jump strongly upward while swinging the arms forward and up to the overhead position; at the same time, briefly look skyward. While descending, return the head and eyes to the front, and flex the knees. (4) Repeat action 2. Use a moderate cadence.

SQUAT BENDER

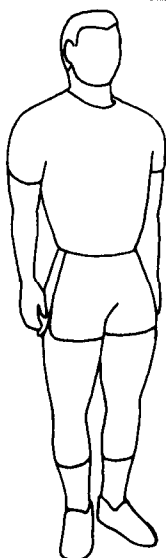


Position: Stand with the feet shoulder-width apart, hands on hips, thumbs in the small of the back, and the elbows back.



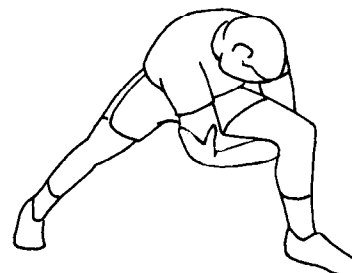
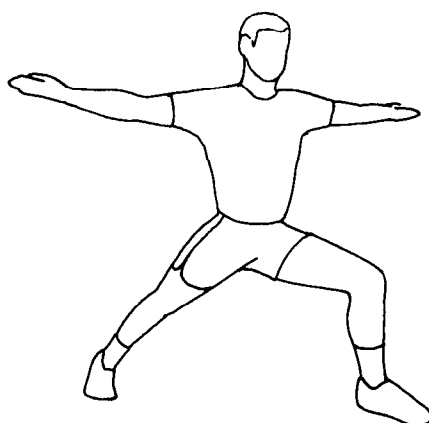
Action: (1) Bending the knees, lower yourself to a half-squat position while maintaining balance on the balls of the feet. With the trunk inclined slightly forward, thrust the arms forward to shoulder level with the elbows locked and the palms down. (2) Recover to the start position. (3) Keeping the knees slightly bent, bend forward at the waist, touching the ground in front of the toes. (4) Recover to the start position. Use a moderate cadence.

LUNGER



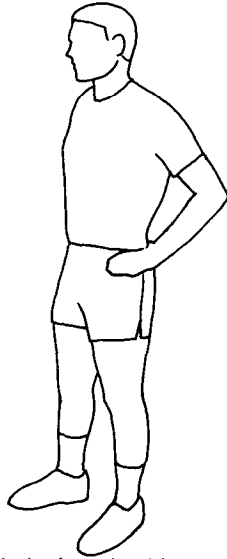
Position: Start from the position of attention.

Action: (1) Lunge diagonally forward to the left by stepping in that direction with the left foot, placing the left knee over the left foot. At the same time, place the arms sideward at shoulder level, the palms up, and the head and shoulders squarely to the front.

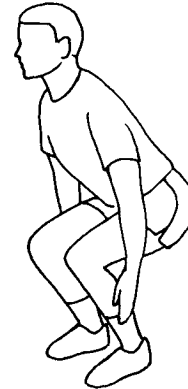


(2) Bend slowly forward and downward over the left thigh, and wrap the arms around the thigh, hands grasping the opposite arms above the elbows. (3) Recover slowly to the second position by releasing the arms, straightening the trunk, and extending the arms sideward, palms up. (4) Resume the position of attention by dropping the arms and returning the left foot to the side of the right. Repeat the exercise to the right side. Use a moderate cadence.

KNEE BENDER



Position: Stand with the feet shoulder-width apart, hands on the hips, the thumbs in the small of the back, and the elbows back.



Action: Bend at the knees, lean slightly forward at the waist with the head up, and slide the hands along the outside of the legs until the extended fingers reach the top of the boots or the middle of the lower leg. (2) Recover to the start position. (3) Repeat action 1. (4) Repeat action 2. Use a moderate cadence.

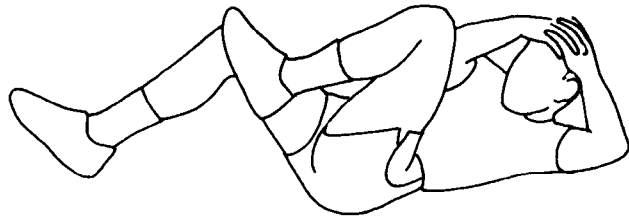
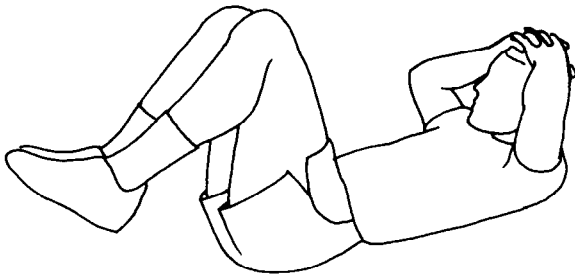
THE SWIMMER



Position: Lie prone with the feet together and with the arms together and extended forward in front of the body. Keep the arms and legs straight at all times during this exercise.

Action: (1) Move the right arm and left leg up. (2) Return to the start position. (3) Move the left arm and right leg up. (4) Return to the start position. Continue in an alternating manner. Use a moderate cadence.

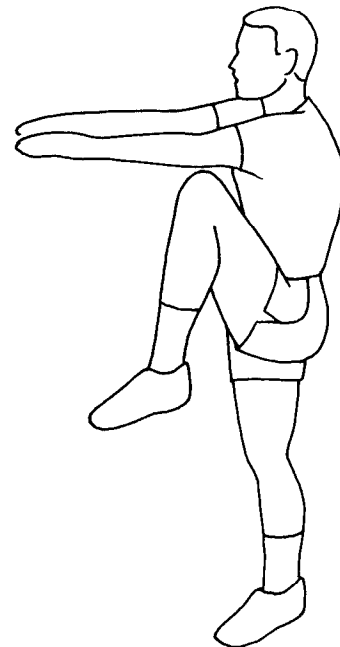
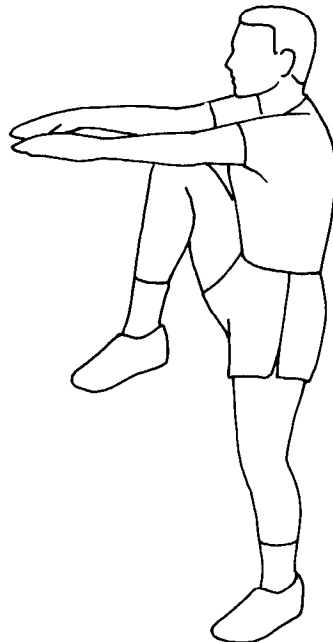
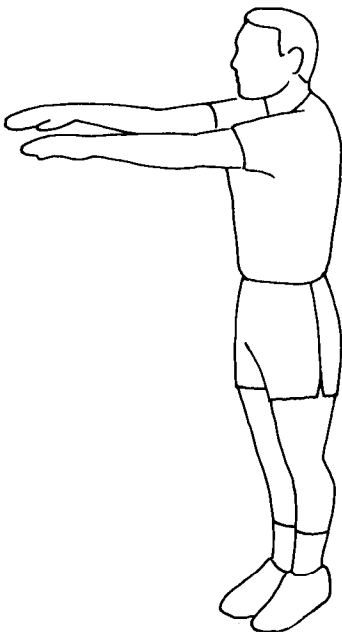
SUPINE BICYCLE



Position: Assume a supine position with the hips and knees flexed. Place the palms directly on top of the head with the fingers interlaced.

Action: (1) Bring the left knee upward while curling the trunk upward, and touch the right elbow to the left knee. (2) Repeat action 1 with the other leg and elbow. (3) Repeat action 1. (4) Repeat action 2. Use a slow cadence.

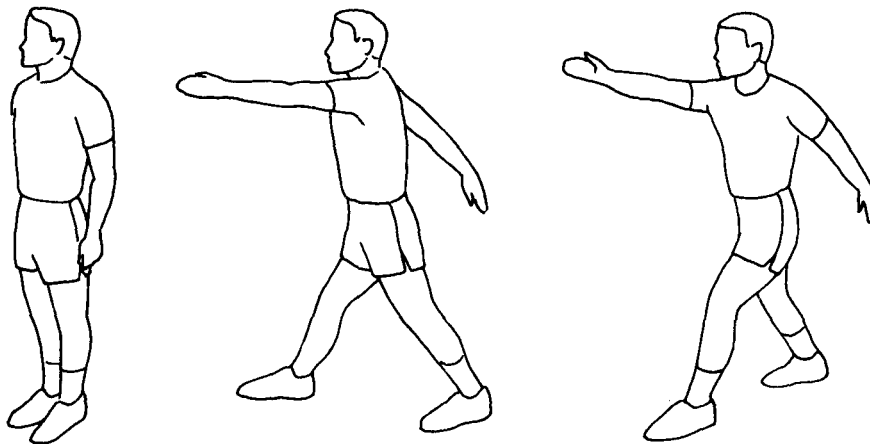
THE ENGINE



Position: Stand with the arms straight and in front of the body. The arms should be parallel to the ground with the palms facing downward.

Action: (1) Bring the left knee upward to the left elbow. (2) Return to the start position. (3) Touch the right knee to the right elbow. (4) Recover to the start position. Be sure to keep the arms parallel to the ground throughout the entire exercise. Use a moderate cadence.

CROSS-COUNTRY SKIER

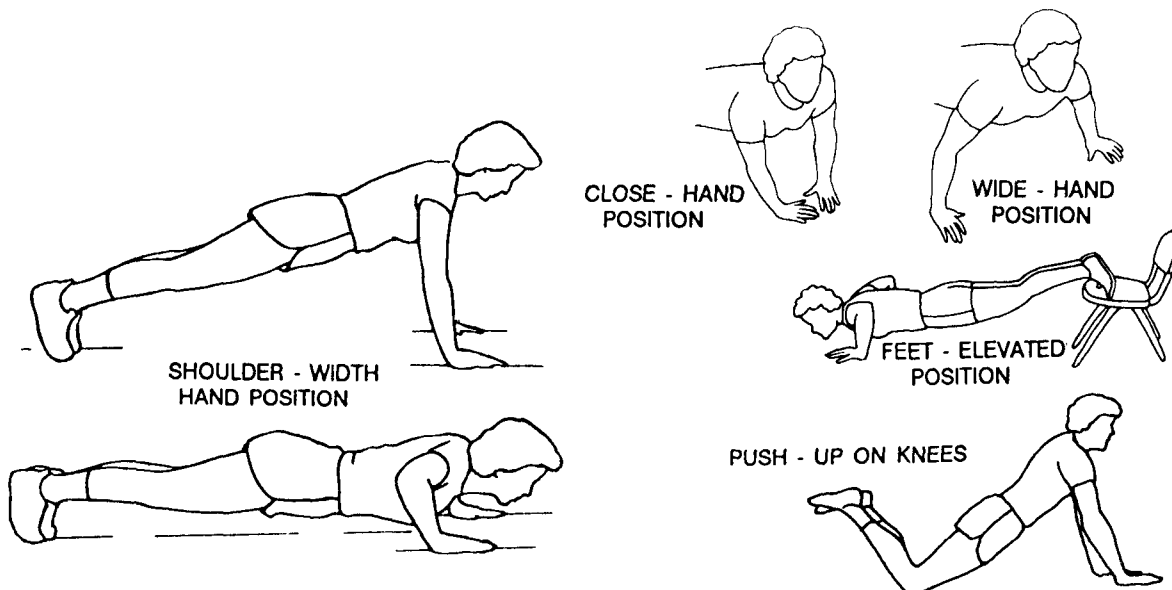


Position: Assume a position of attention.

Action: Jump slightly into the air, and move the left foot forward and the right foot backward, landing with both knees slightly bent. At the same time, move the right arm upward and forward to shoulder height and the left arm back as far as possible, always keeping the arms straight and the palms facing each other.

(2) Jump slightly into the air, and move the right foot forward and the left foot backward. At the same time, move the left arm upward and forward to shoulder height and the right arm back as far as possible. (3) Repeat action 1. (4) Repeat action 2. Use a moderate cadence.

PUSH-UP

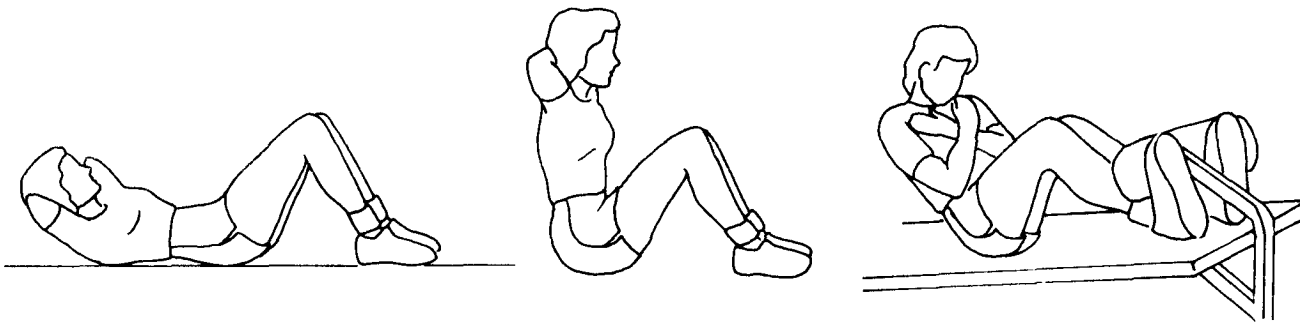


Position: Assume the front-leaning rest position with the hands placed comfortably apart, the feet together or up to 12 inches apart, and the body forming a generally straight line from the shoulders to the ankles.

Action: Keeping the body straight throughout the exercise, lower the body until the upper arms are at least parallel to the ground. Then, push yourself up to the initial position by completely straightening the arms.

Push-Up Variations: To train the muscles more completely, place the hands at varying widths. They may be wider apart or closer together than shoulder width. Elevating the feet to different heights makes push-ups more difficult. The higher the feet, the more difficult the exercise. Push-ups are also more difficult when the hands and feet are placed on boxes or chairs. This helps the soldier exercise through a fuller range of motion. To do extra repetitions when fatigued, drop to the knees while keeping the knees, hips, and shoulders in a straight line.

SIT-UP

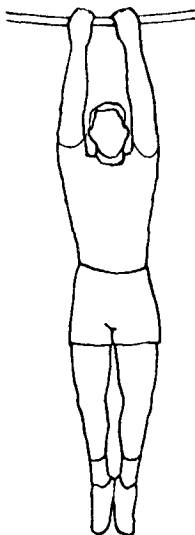


Position: Lie on the back with the feet together or up to 12 inches apart, the knees bent so that an angle of 90 degrees is formed by the upper and lower legs, and the fingers interlocked behind the head.

Action: Raise your upper body forward to the vertical position so that the base of the neck is above the base of the spine, then lower yourself in a controlled manner until the bottom of the shoulder blades touch the ground.

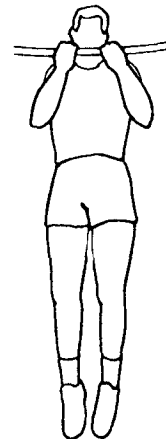
Sit-Up Variations: Variations include keeping the feet elevated and crossing the hands on the chest.

CHIN-UP (PULL-UP)



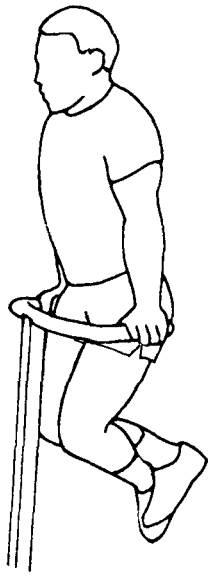
Position: Hang from a horizontal bar with the arms fully extended.

Action: Bend your elbows and pull yourself upward until your chin is above the bar; do not swing or kick your legs. Return to the starting position in a controlled manner.

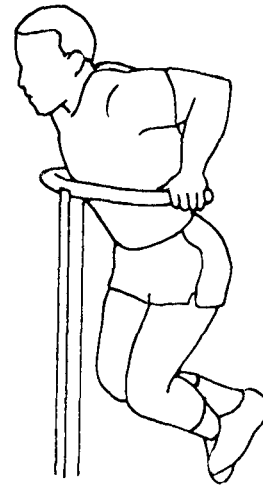


Variations: Use overhand (pull-up), underhand (chin-up), or alternating grips, with the hands close together, far apart, or at shoulder-width. If unable to complete a chin-up using proper form, elevate yourself to the up position with help and hang there, or slowly lower yourself to the starting position. Repeat this several times, gradually adding more repetitions from workout to workout.

PARALLEL BAR DIP



Position: Keep the feet off the floor and support the body's weight on straight arms.



Action: Bend the arms and lower the body in a controlled manner until the upper arms are at least parallel to the floor. If necessary, bend the legs at the knees to keep the feet from touching the floor. Straighten the arms to return to the starting position.

CONDITIONING DRILLS

Conditioning drills are intended to supplement muscular strength and endurance training sessions.

Some large units prefer to use sets of calisthenic exercises as part of their PT sessions. Figure 7-4 shows three calisthenic conditioning drills for both the poorly conditioned and physically fit soldiers. The drills are designed to be done progressively and are intended to supplement muscular strength and endurance training sessions.

Leaders can mix the exercises to provide greater intensity, based on the fitness level of the soldiers being trained. However, they should choose and sequence them to alternate the muscle groups being worked. Soldiers should do each exercise progressively from 15 to 40 or more repetitions (20 to 60 seconds for timed sets) based on their level of conditioning. They may also do each exercise in cadence unless timed sets are specified. For timed

sets, soldiers do as many repetitions of an exercise as possible in the allowed time. Using timed sets, both the well-conditioned and less-fit soldiers can work themselves to their limits.

The following conditioning drills (Figure 7-4) are arranged according to the phase of training.

Grass Drills

Grass drills are exercise movements that feature rapid changes in body position. These are vigorous drills which, when properly done, exercise all the major muscle groups. Soldiers should respond to commands as fast as possible and do all movements at top speed. They continue to do multiple repetitions of each exercise until the next command is given. No cadence is counted.

TRAINING-PHASE CONDITIONING DRILLS

#1 PREPARATORY TRAINING

High Jumper
Push-Up (TS* 20-45** seconds)
Sit-Up (TS 20-45** seconds)
Side-Straddle Hop
Side Bender
Knee Bender
Stationary Run

#2 CONDITIONING TRAINING

Push-Up (varied hand positions)
(TS 30-60 seconds)
Supine Bicycle
High Jumper
Sit-Up (all types)
(TS 30-60 seconds)
The Engine or Cross-Country Skier
All-Fours Run (stationary)

#3 MAINTENANCE TRAINING

Ski Jump
Sit-Ups (all types) (TS 30-60 seconds)
Push-Up (varied hand positions) (TS 30-60 seconds)
Mule Kick
Flutter Kick
The Engine
The Swimmer

*TS = timed set

** Because of a lower level of fitness, 45 seconds will usually be the upper limit.

Figure 7-4

Performing grass drills can improve CR endurance, help develop muscular endurance and strength, and speed up reaction time. Since these drills are extremely strenuous, they should last for short periods (30 to 45 seconds per exercise). The two drills described here each have four exercises. Leaders can develop additional drills locally.

The soldiers should do a warm-up before performing the drills and do a cool-down afterward. The instructor

does all the activities so that he can gauge the intensity of the session. The commands for grass drills are given in rapid succession without the usual preparatory commands. To prevent confusion, commands are given sharply to distinguish them from comments or words of encouragement.

As soon as the soldiers are familiar with the drill, they do all the exercises as vigorously and rapidly as possible, and they do each exercise until the

Grass drills are exercise movements that feature rapid changes in body position.

Soldiers should do a warm-up before performing grass drills and do a cool-down afterward.

next command is given. Anything less than a top-speed performance decreases the effectiveness of the drills.

Once the drills start, soldiers do not have to resume the position of attention. The instructor uses the command "Up" to halt the drill for instructions or rest. At this command, soldiers assume a relaxed, standing position.

Grass drills can be done in a short time. For example, they may be used when only a few minutes are available for exercise or when combined with another activity. Sometimes, if time is limited, they are a good substitute for running.

Most movements are done in place. The extended-rectangular formation is best for a platoon- or company-sized unit. The circle formation is more suitable for squad- or section-sized groups.

When soldiers are starting an exercise program, a 10- to 15-minute workout may be appropriate. Progression is made by a gradual increase in the time devoted to the drills. As the fitness of the soldiers improves, the times should be gradually lengthened to 20 minutes. The second drill is harder than the first. Therefore, as soldiers progress in the first drill, the instructor should introduce the second. If he sees that the drill needs to be longer, he can repeat the exercises or combine the two drills.

STARTING POSITIONS

After the warm-up, bring the soldiers to a position of ATTENTION. The drills begin with the command *GO*. Other basic commands are FRONT, BACK, and STOP. (See Figure 7-5 for the positions and actions associated with these commands.)

- ATTENTION: The position of attention is described in FM 22-5, Drill and Ceremonies.

- GO This involves running in place at top speed on the balls of the feet. The soldier raises his knees high, pumps his arms, and bends forward slightly at the waist.
- FRONT The soldier lies prone with elbows bent and palms directly under the shoulders as in the down position of the push up. The legs are straight and together with the head toward the instructor.
BACK: The soldier lies flat on his back with his arms extended along his sides and his palms facing downward. His legs are straight and together; his feet face the instructor.
- STOP The soldier assumes the stance of a football lineman with feet spread and staggered. His left arm is across his left thigh; his right arm is straight. His knuckles are on the ground; his head is up, and his back is roughly parallel to the ground.

To assume the FRONT or BACK position from the standing GO or STOP positions, the soldier changes positions vigorously and rapidly. (See Figure 7-5.)

To change from the FRONT to the BACK position (Figure 7-5), the soldier does the following:

- Takes several short steps to the right or left.
Lifts his arm on the side toward which his feet move.
- Thrusts his legs vigorously to the front.

To change from the BACK to the FRONT position, the soldier sits up quickly. He places both hands on the ground to the right or left of his legs. He takes several short steps to the rear on the side opposite his hands. When his feet are opposite his hands, he thrusts his legs vigorously to the rear and lowers his body to the ground. (See Figure 7-5.)

Progression with grass drills is made by a gradual increase in the time devoted to the drills.

STARTING POSITIONS FOR GRASS DRILLS



GO



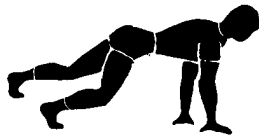
FRONT



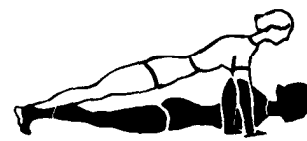
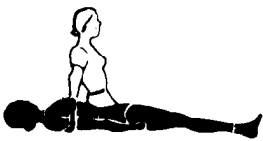
BACK



STOP



CHANGING FROM FRONT TO BACK



CHANGING FROM BACK TO FRONT

Figure 7-5

GRASS DRILL ONE

Exercises for grass drill one are described below and shown in Figure 7-6.

Bouncing Ball

From the FRONT position, push up and support the body on the hands (shoulder-width apart) and feet. Keep the back and legs generally in line and the knees straight. Bounce up and down in a series of short, simultaneous, upward springs from the hands, hips, and feet.

Supine Bicycle

From the BACK position, flex the hips and knees. Place the palms directly on top of the head, and interlace the fingers. Bring the knee of one leg upward toward the chest. At the same time, curl the trunk and head upward while touching the opposite elbow to the elevated knee. Repeat with the other leg and elbow. Continue these movements as opposite legs and arms take turns.

Knee Bender

From the position of ATTENTION, do half-knee bends with the feet in line and the hands at the sides. Make sure the knees do not bend to an angle less than 90 degrees.

Roll Left and Right

From the FRONT position, continue to roll in the direction commanded until another command is given. Then, return to the FRONT position.

GRASS DRILL TWO

Exercises for grass drill two are described below and shown in Figure 7-6.

The Swimmer

From the FRONT position, extend the arms forward. Move the right arm and left leg up and down; then, move the left arm and right leg up and down. Continue in an alternating manner.

Bounce and Clap Hands

The procedure is almost the same as for the bouncing ball in grass drill one. However, while in the air, clap the hands. This action requires a more vigorous bounce or spring. The push-up may be substituted for this exercise.

Leg Spreader

From the BACK position, raise the legs until the heels are no higher than six inches off the ground. Spread the legs apart as far as possible, then put them back together. Keep the head off the ground. Throughout, place the hands under the upper part of the buttocks, and slightly bend the knees to ease pressure on the lower back. Open and close the legs as fast as possible. The curl-up may be substituted for this exercise.

Forward Roll

From the STOP position, place both hands on the ground, tuck the head, and roll forward. Keep the head tucked while rolling.

Stationary Run

From the position of ATTENTION, start running in place at the GO command by lifting the left foot first. Follow the instructor as he counts two repetitions of cadence. For example, "One, two, three, four; one, two, three, four." The instructor then gives informal commands such as the following: "Follow me," "Run on the toes and balls of your feet," "Speed it up," "Increase to a sprint, raise your knees high, lean

forward at your waist, and pump your arms vigorously,” and “Slow it down.”
To halt the exercise, the instructor counts two repetitions of cadence as

the left foot strikes the ground: “One, two, three, four, one, two, three, HALT.”

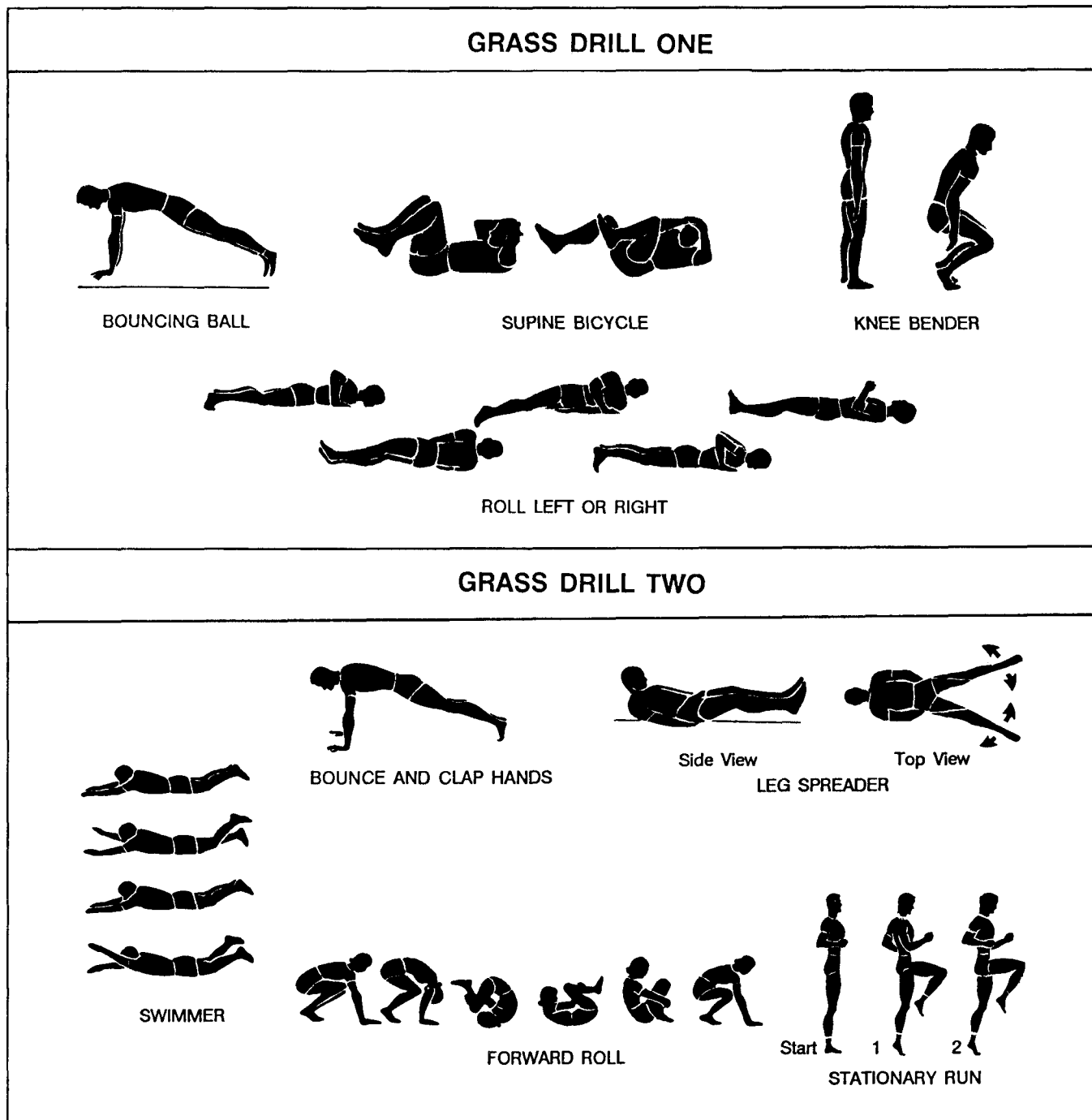


Figure 7-6

Guerilla Exercises

Guerrilla exercises, which can be used to improve agility, CR endurance, muscular endurance, and to some degree muscular strength, combine individual and partner exercises. These drills require soldiers to change their positions quickly and do various basic skills while moving forward. Figures 7-7 and 7-8 show these exercises.

The instructor decides the duration for each exercise by observing its effect on the soldiers. Depending on how vigorously it is done, each exercise should be continued for 20 to 40 seconds.

The group moves in circle formation while doing the exercises. If the platoon exceeds 30 soldiers, concentric circles may be used. A warm-up activity should precede these exercises, and a cool-down should follow them. After the circle is formed, the

instructor steps into the center and issues commands.

EXERCISE AND PROGRESSION

Soldiers progress by shortening the quick-time marching periods between exercises and by doing all exercises a second time. This produces an *overload* that improves fitness.

Many soldiers have not had a chance to do the simple skills involved in guerrilla exercises. However, they can do these exercises easily and quickly in almost any situation.

The preparatory command is always the name of the exercise, and the command of execution is always "March." The command "Quick time, march" ends each exercise.

For the double guerrilla exercises (in circle formation) involving two soldiers, the commands for pairing are as follows:

Soldiers progress with guerrilla exercises by shortening the quick-time marching periods between exercises and by doing all the exercises a second time.

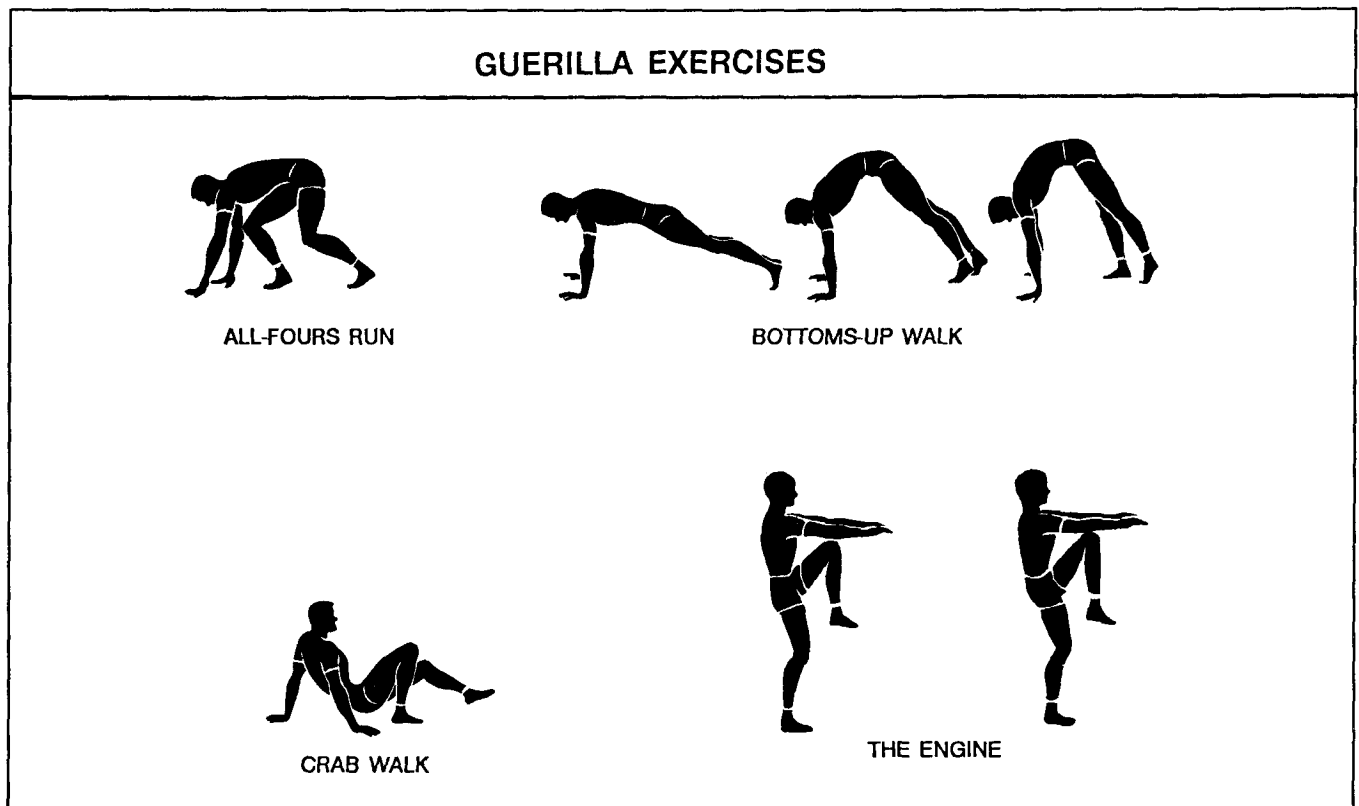


Figure 7-7

- “Platoon halt.”
- “From (soldier is designated), by twos, count off.” (For example: 1-2, 1-2, 1-2.)
- “Even numbers, move up behind odd numbers.” (Pairs are adjusted according to height and weight.)
- “You are now paired up for double guerrillas.” The command “Change” is given to change the soldiers’ positions.

After the exercises are completed, the instructor halts the soldiers and positions the base soldier or platoon guide by commanding, “Base man (or platoon guide), post.” He then commands “Fall out and fall in on the base man (or platoon guide).”

EXERCISE DESCRIPTIONS

Brief explanations of guerrilla exercises follow.

All-Fours Run

Face downward, supporting the body on the hands and feet. Advance forward as fast as possible by moving the arms and legs forward in a coordinated way.

Bottoms-Up Walk

Take the front-leaning rest position, and move the feet toward the hands in short steps while keeping the knees locked. When the feet are as close to the hands as possible, walk forward on the hands to the front-leaning-rest position.

Crab Walk

Assume a sitting position with the hips off the ground and hands and feet supporting the body’s weight. Walk forward, feet first.

The Engine

Stand with the arms straight and in front of the body. The arms should be parallel to the ground with the palms facing downward. While walking forward, bring the left knee upward to the left elbow. Return to the start position. Continuing to walk forward, touch the right knee to the right elbow. Recover to the start position. Be sure to keep the arms parallel to the ground throughout the entire exercise.

Double Time

Do a double-time run while maintaining the circle formation.

Broad Jump

Jump forward on both feet in a series of broad jumps. Swing the arms vigorously to help with the jumps.

Straddle Run

Run forward, leaping to the right with the left foot and to the left with the right foot.

Hobble Hopping

Hold one foot behind the back with the opposite hand and hop forward. On the command “Change,” grasp the opposite foot with the opposite hand and hop forward.

Two-Man Carry

For two-man carries, soldiers are designated as number one (odd-numbered) and number two (even-numbered). A number-one and number-two soldier work as partners.

Fireman's Carry

Two soldiers do the carry. On command, number-two soldier bends at the waist, with feet apart in a balanced stance. Number-one soldier moves toward his partner. He places himself by his partner's left shoulder and bends himself over his partner's shoulders and back. When in position, number-two soldier, with his left hand, reaches between his partner's legs and grasps his left wrist. On command, they move forward until the command for changeover. They then change positions. The fireman's carry can also be done from the other side.

Single-Shoulder Carry

Two soldiers do the carry. On command, number-two soldier bends at the waist with feet apart in a balanced stance. At the same time, number-one soldier moves toward his partner. He places his abdominal area onto his partner's right or left shoulder and leans over. Number-two soldier puts his arms around the back of his partner's knees and stands up. On command, they move forward until the command for changeover. They then change positions.

Cross Carry

On command, number-two soldier bends over at the waist. He twists

slightly to the left with feet spread apart in a balanced position. At the same time, number-one soldier moves toward his partner's left side and leans over his partner's back. Number two soldier, with his left arm, reaches around his partner's legs. At the same time, he reaches around his partner's back with his right arm, being careful not to grab his partner's neck or head. He then stands up straight, holding his partner on his back. On command, they move forward until the command for changeover. They then change positions.

Saddle-Back (Piggyback) Carry

On command, number-two soldier bends at the waist and knees with his hand on his knees and his head up. To assume the piggyback position, number-one soldier moves behind his partner, places his hands on his partner's shoulders, and climbs carefully onto his partner's hips. As number-one soldier climbs on, number-two soldier grasps his partner's legs to help support him. Number-one soldier places his arms over his partner's shoulders and crosses his hands over his partner's upper chest. They move forward until the command for changeover is given. They then change positions.

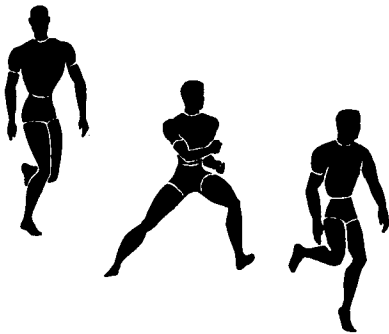
ADDITIONAL GUERILLA EXERCISES



DOUBLE TIME



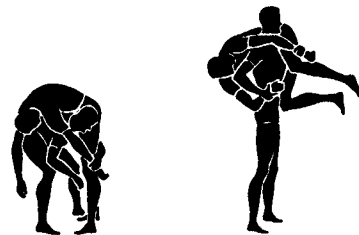
BROAD JUMP



STRADDLE RUN



HOBBLE HOPPING



FIREMAN'S CARRY



SINGLE-SHOULDER
CARRY



CROSS CARRY



SADDLE-BACK CARRY

Figure 7-8