

GTA 05-02-013

HOW TO AVOID GETTING LOST



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PREFACE

This GTA illustrates the fundamentals of map reading. It supports individual and unit training for basic map-reading programs of the Active Army (AA), the Reserve Component (RC), and the Army National Guard (NG).

The information presented herein conforms as closely as possible to approved Department of the Army (DA) doctrine and is intended to complement existing training literature.

The proponent for this publication is Headquarters, US Army Training and Doctrine Command (TRADOC). To submit changes for improving this publication, use DA Form 2028 (Recommended Change to Publications and Blank Forms) and forward to Commandant, US Army Maneuver Support Center (MANSCEN), ATTN: ATZT-DT-WR-E, Fort Leonard Wood, Missouri 65473-8929.

INTRODUCTION

When you get lost in combat, you may encounter the enemy, fail your mission, and have trouble getting back to your unit.

To avoid getting lost, use—

- A map.
- A compass.
- Other ways to find directions.
- Common sense.

From this GTA, you will learn what you will need to know about military maps and direction finding so that you can move about with confidence without getting lost.

The first thing you should know about a map is that it is nothing more than a drawing of a section of the earth's surface as you would see it if looking straight down from an airplane.

Maps show man-made objects such as roads, buildings, and bridges. All of these man-made objects are represented by a symbol, and the symbols are explained in the lower left hand corner of every map in a section called the "legend" (Figure 1).

Besides giving symbols for man-made objects, the legend gives the color coding used on the map and explains the meaning of other symbols, which gives you a better idea of what the ground actually looks like. Be sure to always look at the legend before using your map.

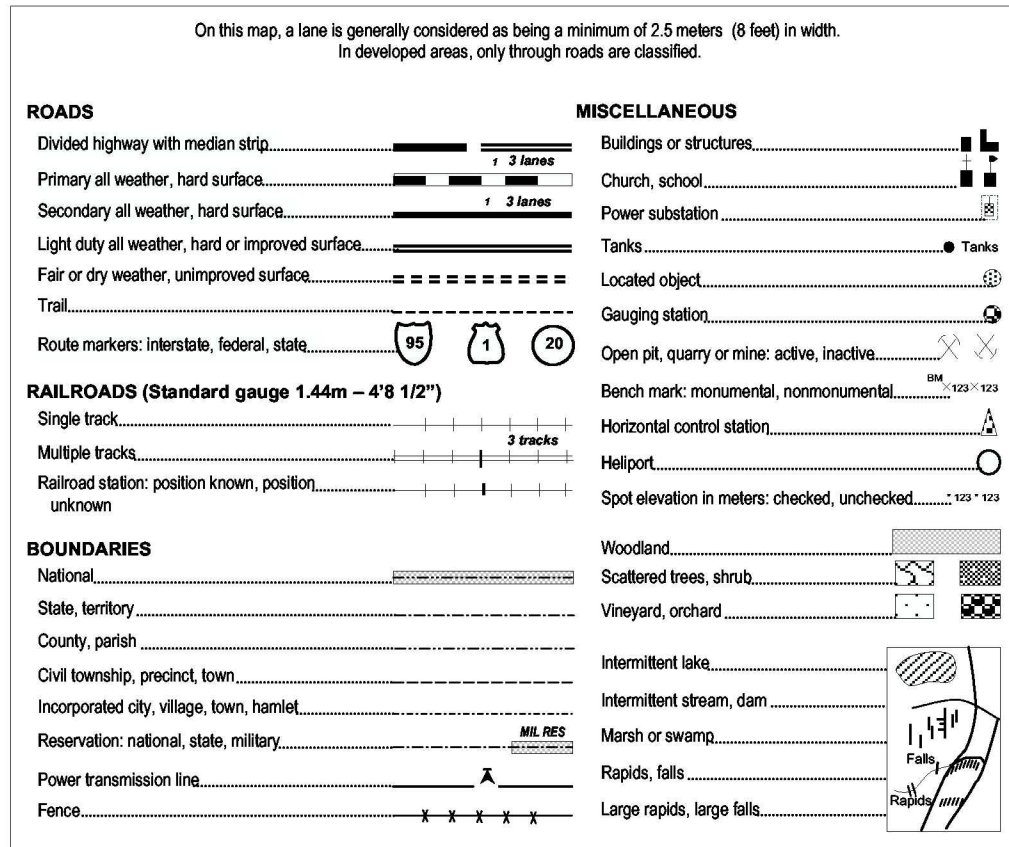


Figure 1. Example Map Legend

