



## APPLICATION NOTES

### **Subject: Night Marking of Cleared Path in Mine Fields**

#### **Introduction:**

The marking of safe routes across a mine field at night generally involves leaving a trail of small lamps or chemical light sticks . Both methods light up the path continuously and could possibly alert hostile elements, drawing fire to the unit.

Even if the light source is **IR** it would be dangerous to assume that opposition forces did not have Night Vision Capability.

#### **Principle:**

The path is marked by SEE - BLITZes fixed to both sides with the Trip Plates interconnected to a common line which serves as the boundary along the length of the cleared way. Any one straying from the safe avenue will trip a SEE - BLITZ and be immediately alerted of his situation.

#### **Implementation:**

- stakes are placed a selected distance in from the edge of both sides of the cleared path with SEE - BLITZ secured to the stakes .
- the SEE - BLITZ need not be mounted much above the ground, only the common trip line should be high enough for it to activate against a stray step.
- every SEE - BLITZ is then armed and gagged by the Trip Plate, each Trip Plate in turn is connected to the Common Trip Line, forming two rails on either sides of the clear path.

#### **Summary:**

The benefit of such a system is that no light is emitted until activated and once alerted that person can immediately re-gag the SEE - BLITZ and proceed.

A further refinement of this method is of course the use of the totally covert BLACK - BLITZ, however as NVGs are expensive and not widely deployed the conventional SEE - BLITZ is an effective choice.