

Image: "Kelsey & her new friend- tree well" © 2008 CC-BY Some rights reserved by Kevin Bernier





# The "Rule" of 3s (What kills you)

- 3 seconds to get off the "X"
- 30 seconds to stop your own arterial bleed
- 3 minutes without air
- 3 hours without shelter (harsh environment)
- 24-48 hours without sleep
- 3 days without water (weather & shelter...)
- 3 weeks without food (with all the above)

There is HUGE variability



#### **Priorities**

- Positive Mental Attitude
- Get off the "X" (about 3 seconds)
- Air about 3 minutes
- Shelter about 3 hours (harsh environment)
- Rest
- Signals
- Water about 3 days
- Food about 3 weeks



#### Positive Mental Attitude

- Forget the promise that you'd be home for dinner tonight.
- Focus on survival priorities.
- Understand how you deal with isolation.
- Expect initial panic on realizing you are lost.

It's all about what you "go out the door" with (in your head and on your person.)



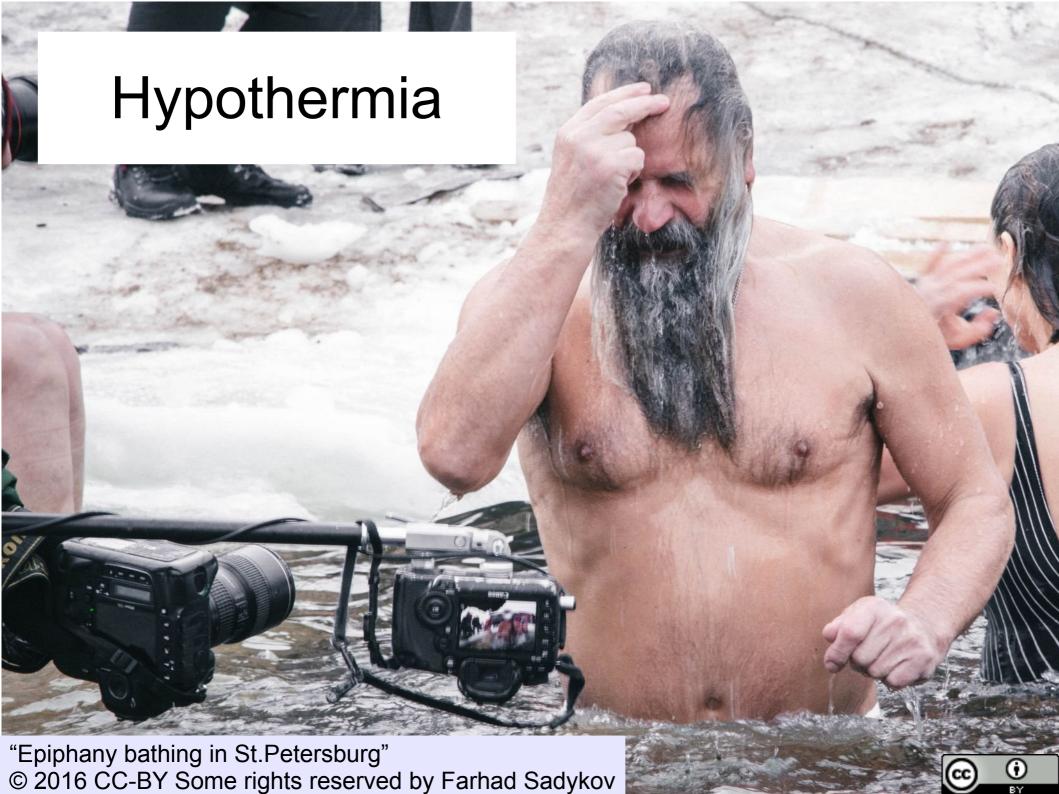
# Talk it through

- Out loud
- To yourself, to a squirrel...
- Out loud

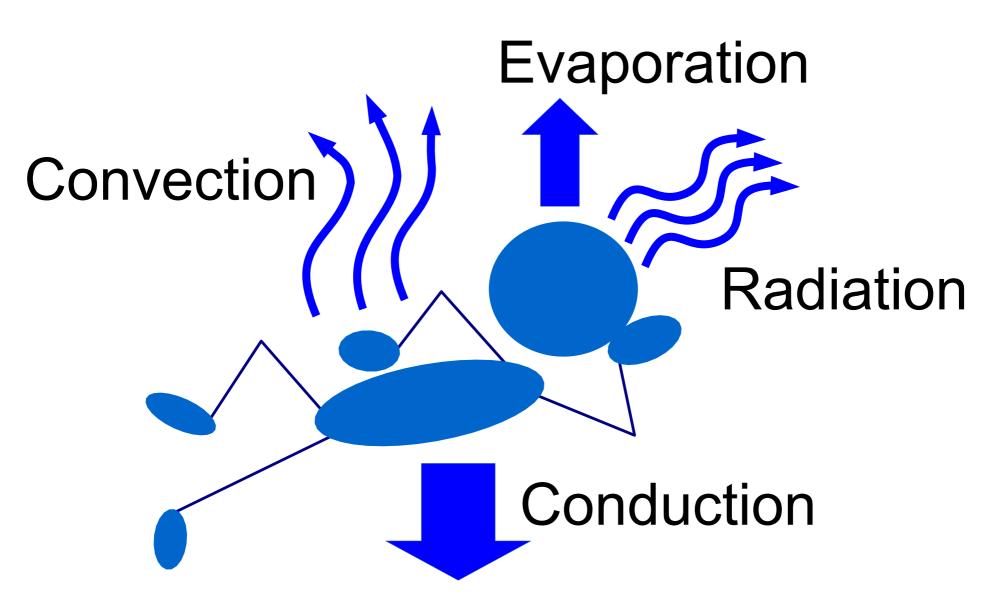
## **PSAR Messages**

- Hug-A-Tree
  - Hug-A-Tree (stay in one place)
  - Make Yourself Big (visible)
    - Bright (reflective)
    - Unusual (straight lines, threes)
- BSA: STOP
  - Stop
  - Think (stay put, stay together, conserve energy)
  - Observe
  - Plan
    - (First Aid, Shelter, Fire, Signal, Water (don't worry about food))





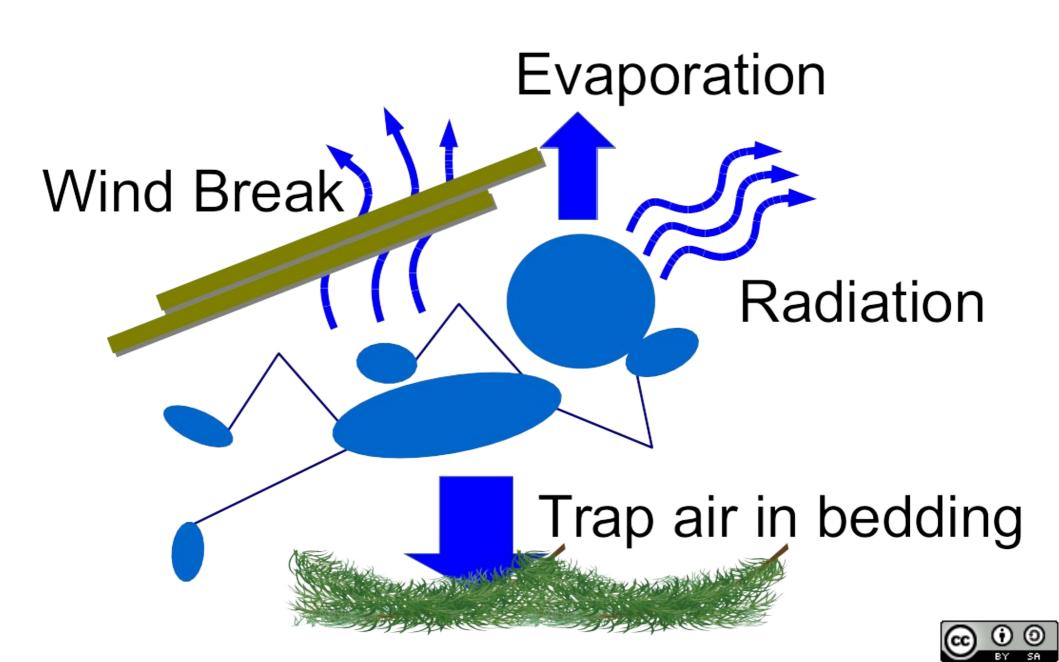
#### **Heat Loss**



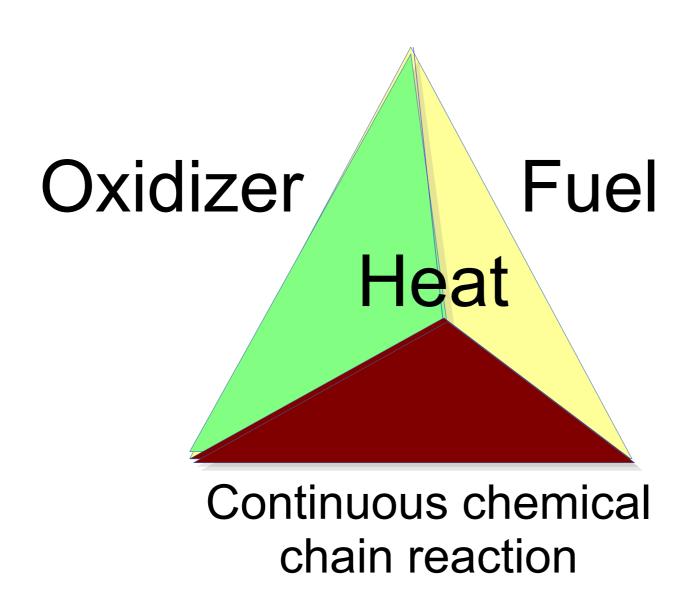




#### **Heat Loss**

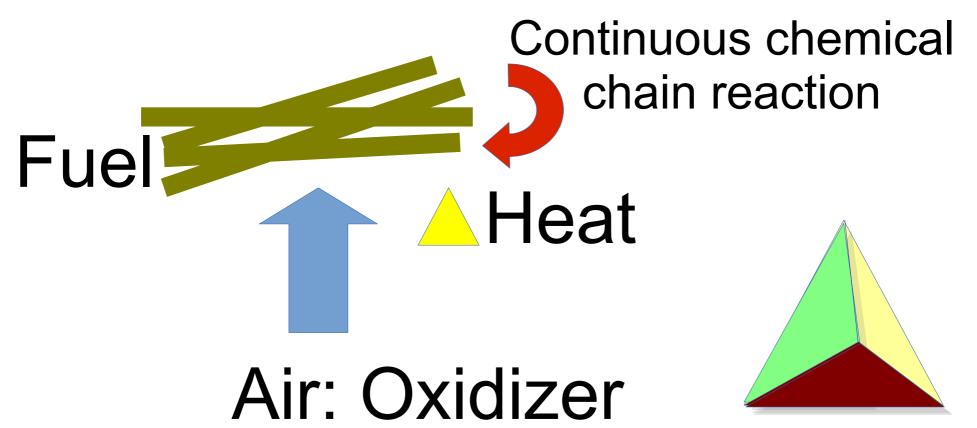








# Fire building





## Preparation

- What kind of fire do you want/need?
  - Heat (warmth, morale?)
  - Signal (heat, smoke, light)
  - Cooking, heating water?
- Plan the location (what's above and below).
- Gather Materials
  - Tinder
  - Kindling
  - Fuel
  - Ignition





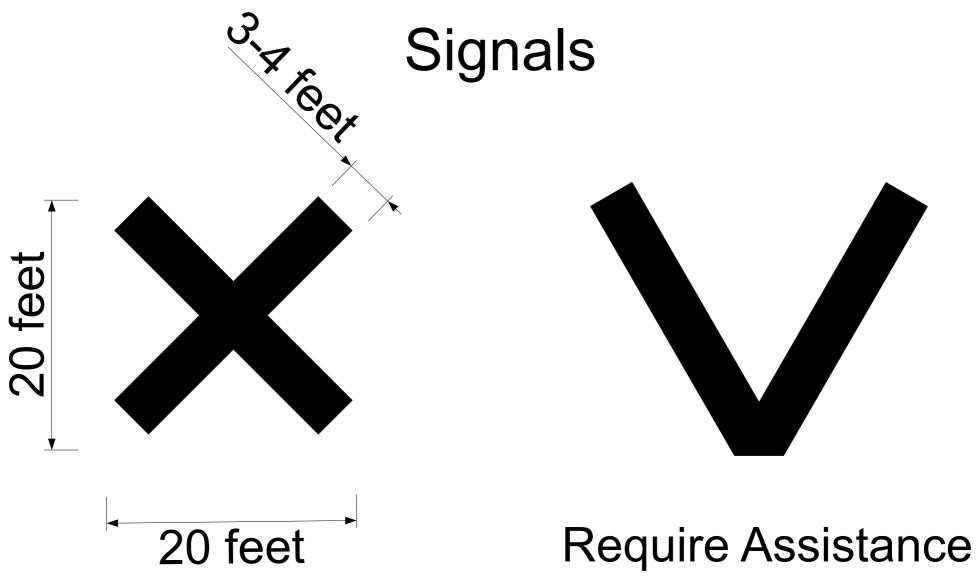




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Require Medical **Assistance** 



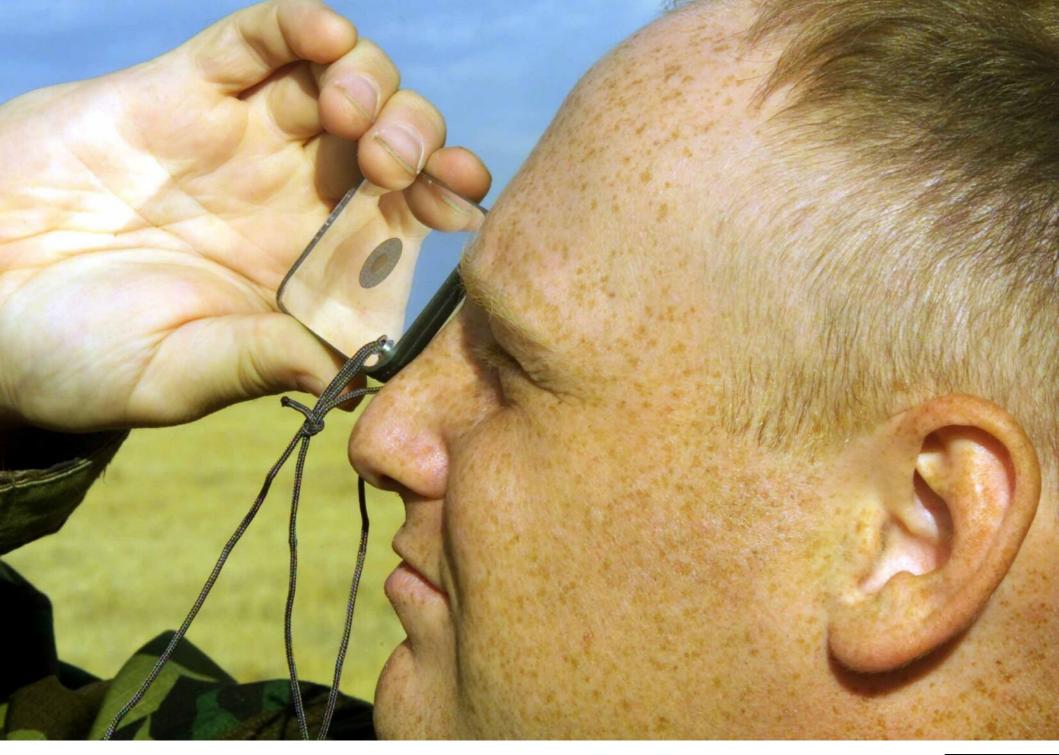


#### Audience & Methods

- Flashlights
- Strobe Light (flasher)
- Mirrors
- Sound: whistle
- Smoke
- Radios
  - Amateur Radio Wilderness Protocol (2m calling frequency for 5 minutes after each hour)
- Satellite (PLB, ELT, Phone)
- Rescue laser beacon









# Signals Ground to Air Realtime



Require Medical Assistance

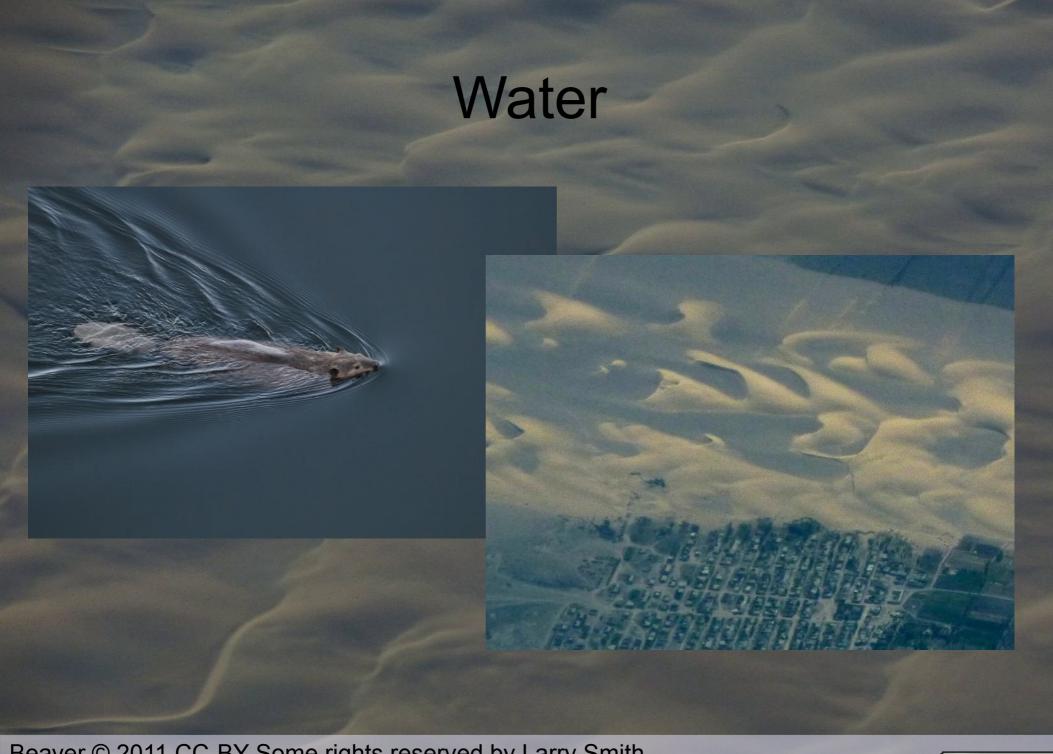
All OK



#### Audience: Ground Searchers

- Make your shelter findable
  - Trash, Flag lines, Disturbance Lines
- Sound: Whistle, Gunshots
  - Distress: Sets of three, Response: Two whistle blasts
- Smoke
- Flashlights
- Strobe Light (flasher)
- Mirrors
- Radios
- Rescue laser beacon









# Potable (drinkable) water

- Boil
- Distill
- Filter
- Chemically treat it
- UV treat it



## **Improvise**







# Trash Bags have many uses





## **Snow Shelters: Think Lazy**

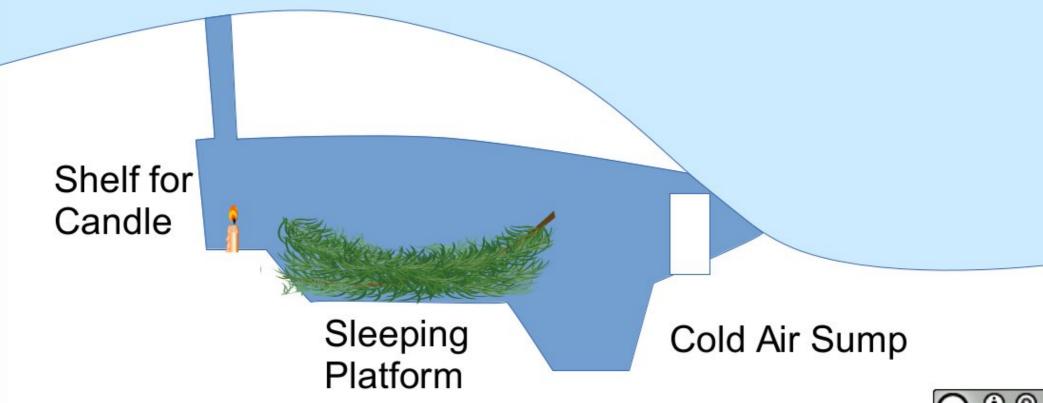
- Maximum (useable) space for Minimal Effort
- Insulation between you and the snow
- Small entrance
- Cold air sump







#### **Snow Cave**















# Equipment: What to carry?

- What you can count on is what you have:
  - in your head
  - on your person.



# The "Rule" of 3s (What kills you)

- 3 seconds .....
- 3 minutes .....
- 3 hours without shelter (harsh environment)
- (24-48 hours without sleep, function degrades)
- 3 days without water (weather & shelter...)
- 3 weeks without food (with all the above)



#### STOP

- Stop, Think, Observe,
- Plan
  - First Aid
  - Shelter
  - Fire
  - Signals
  - (Sleep)
  - Water
  - Don't worry about food.





#### Food

- We don't physically need food for the plausible (local) "lost in the woods" events
- BUT it sure helps on the psychological front
- And it makes a HUGE difference in your ability to keep working (and think rationally)!
- Hot drinks
- High caloric content in low volume & weight





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