

Search Crucials

- Search is an Emergency
- Search is a classic mystery
- Search for clues not just the subject
- Know if the subject leaves the search area
- Close grid search as a last resort
- Manage by objectives
- Search management is information management



Tactics

- Direct/Active
 Go find the subject.
 - Type I to Type IV search (human, canine, equine)
 - Aerial search

- Indirect/(Passive)
 Make the subject come to you.
 - Investigation
 - Containment
 - Attraction
 - Sound
 - Lights
 - "Limited Continuing Search"



Attraction

- Lookouts/Road blocks with lights/siren
 - Attractor shouldn't move.
- Places with a view:
 - High points
 - Scenic views
 - Fire towers
 - Fire Department aerial platform.





Containment

- Road/Trail blocks
- Road patrols
- Track Traps (existing or constructed)
- Perimeter Sign Cutting
- Lookouts (binoculars, thermal imaging)
- Camp-ins



Sound Sweep

- Stop
- Pause and listen
- Call Subject's name (or whistle)
- Wait and listen
- Continue



Type I - Hasty

Efficient Least Destructive

Type II – Purposeful Wandering

Type III - Grid

Type IV - Evidence

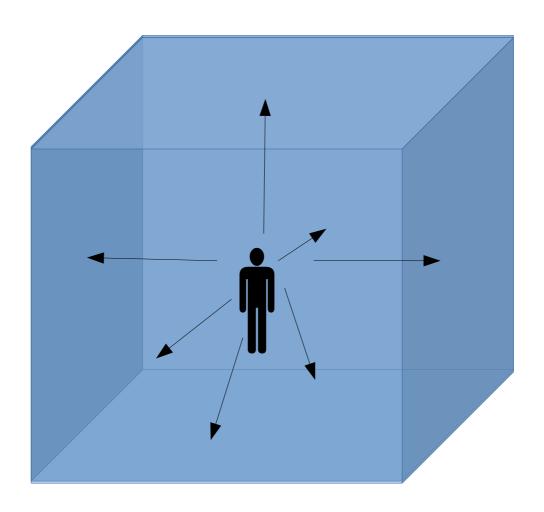




Type I/Hasty

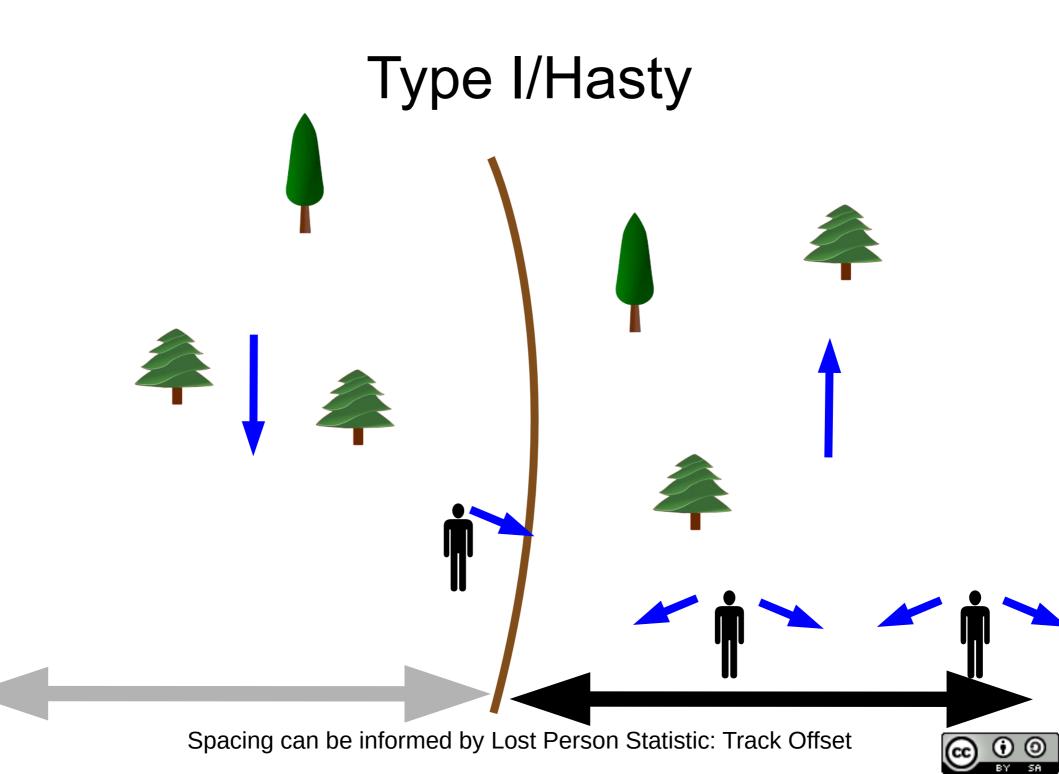


Search Cube

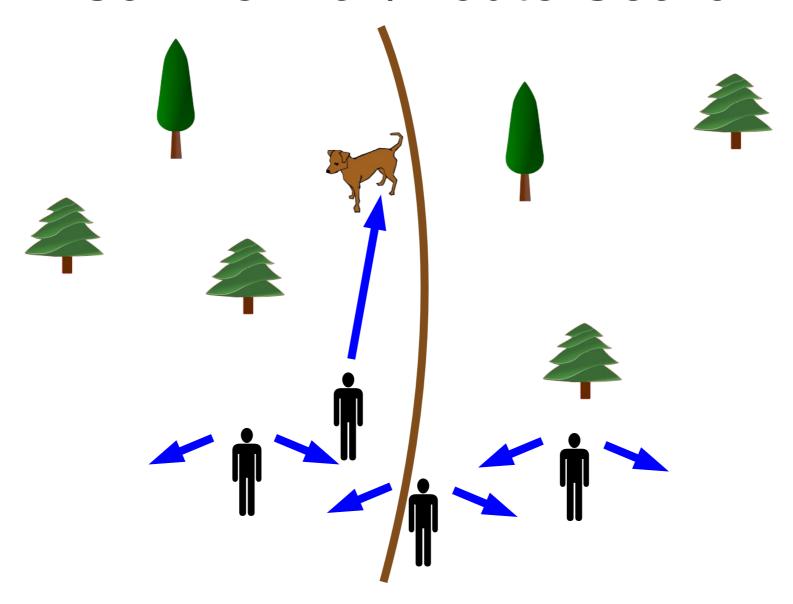


Type I/Hasty Spacing can be informed by Lost Person Statistic: Track Offset





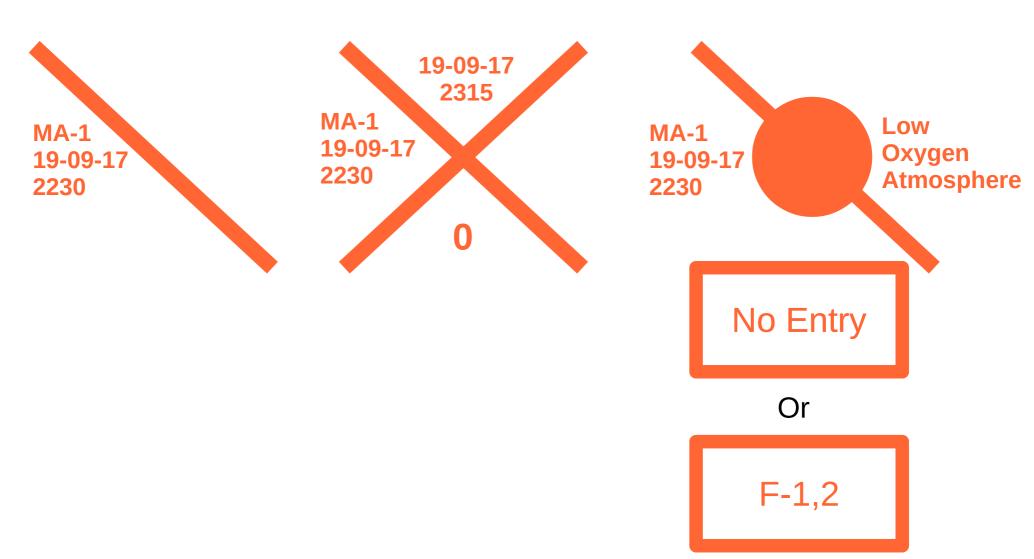
Type I/Hasty Canine Trail/Route Search







Search Assessment Marking

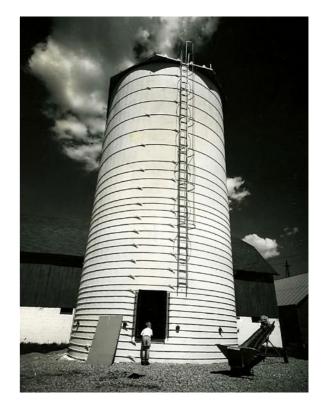




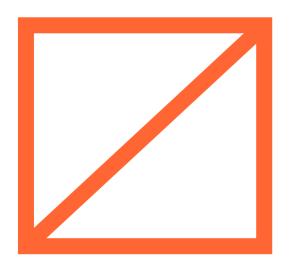






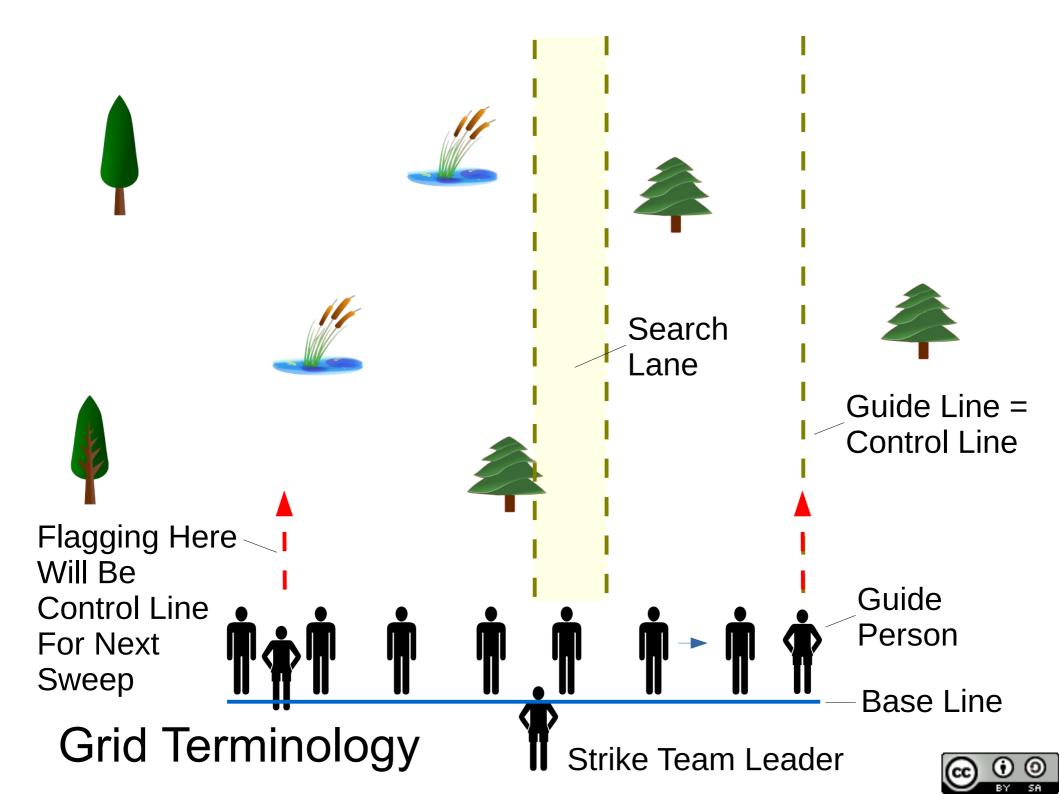


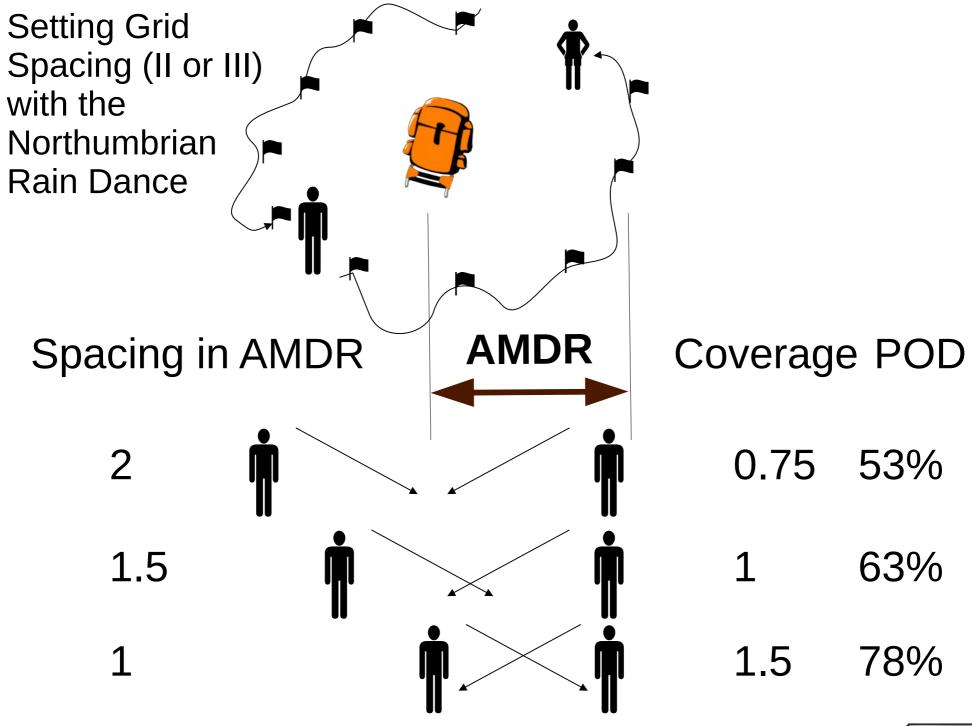
CC-BY Don O'Brien



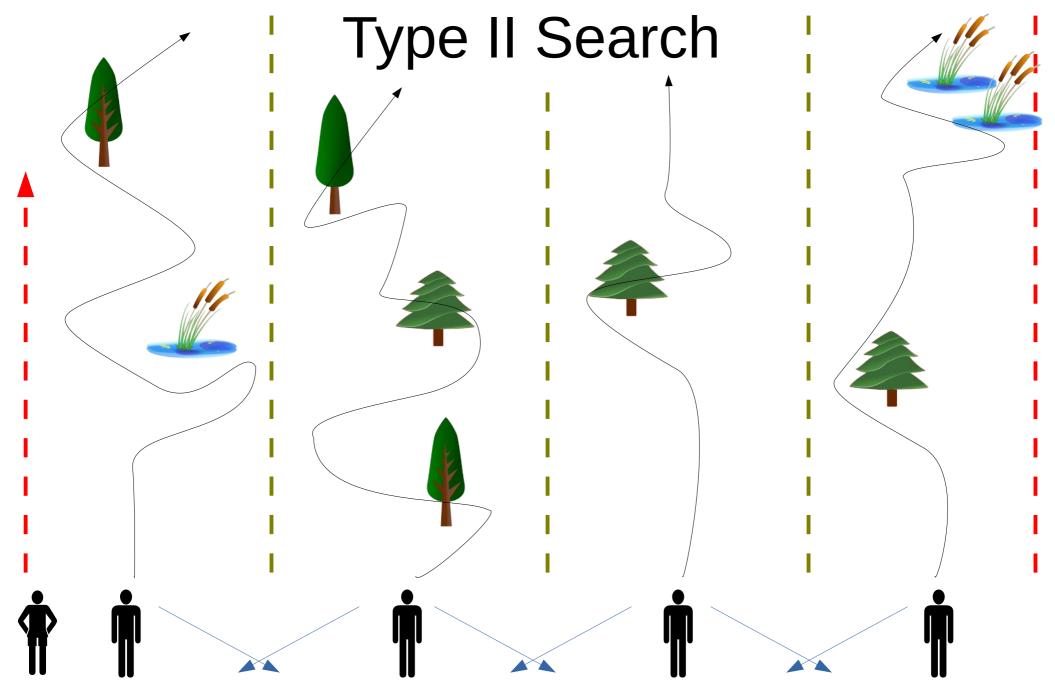
19-09-17 1750 HM – ILDH atmosphere Entrapment risk Machinery Ground-3





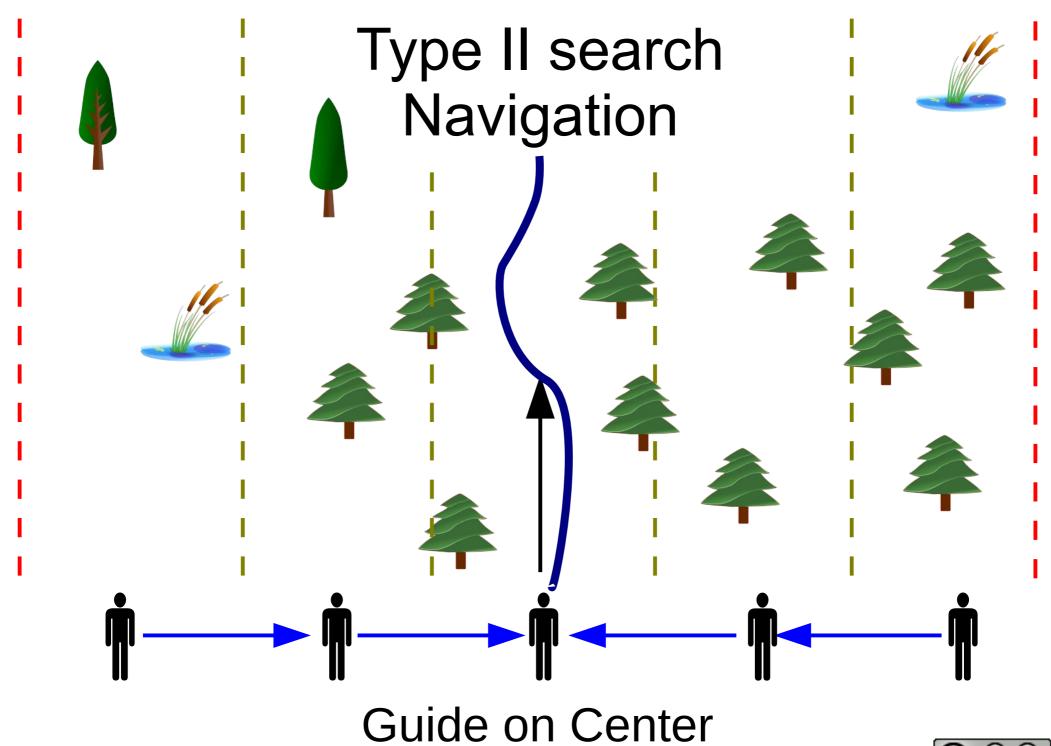




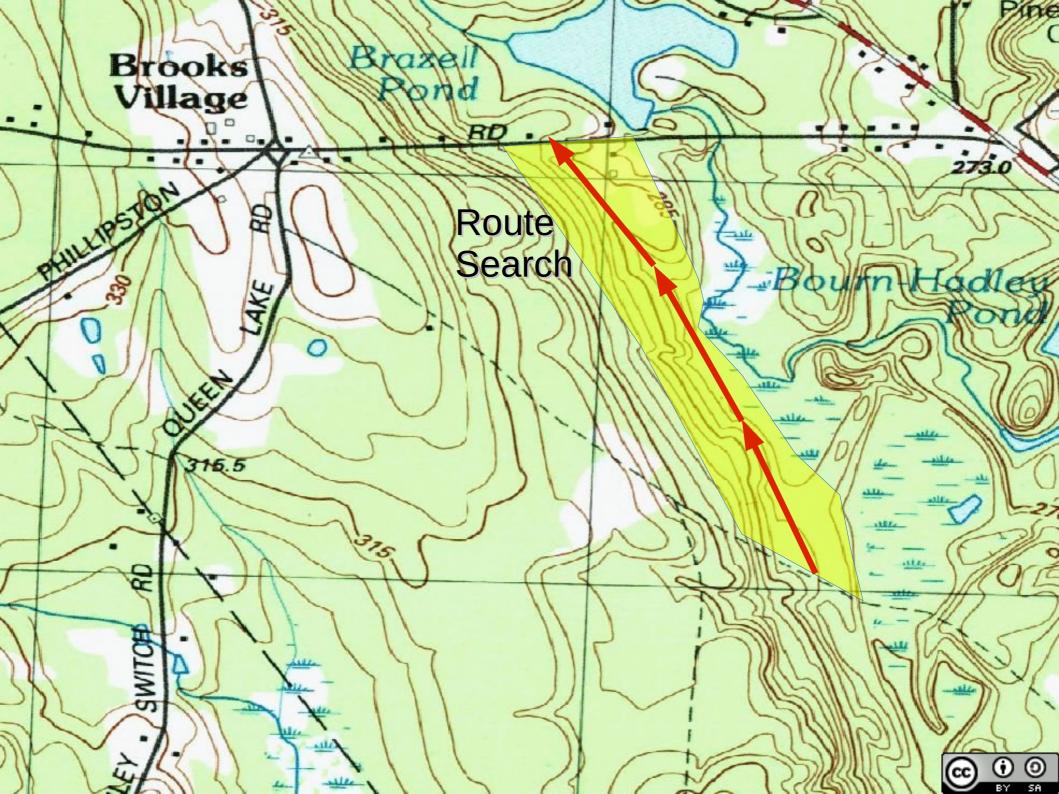


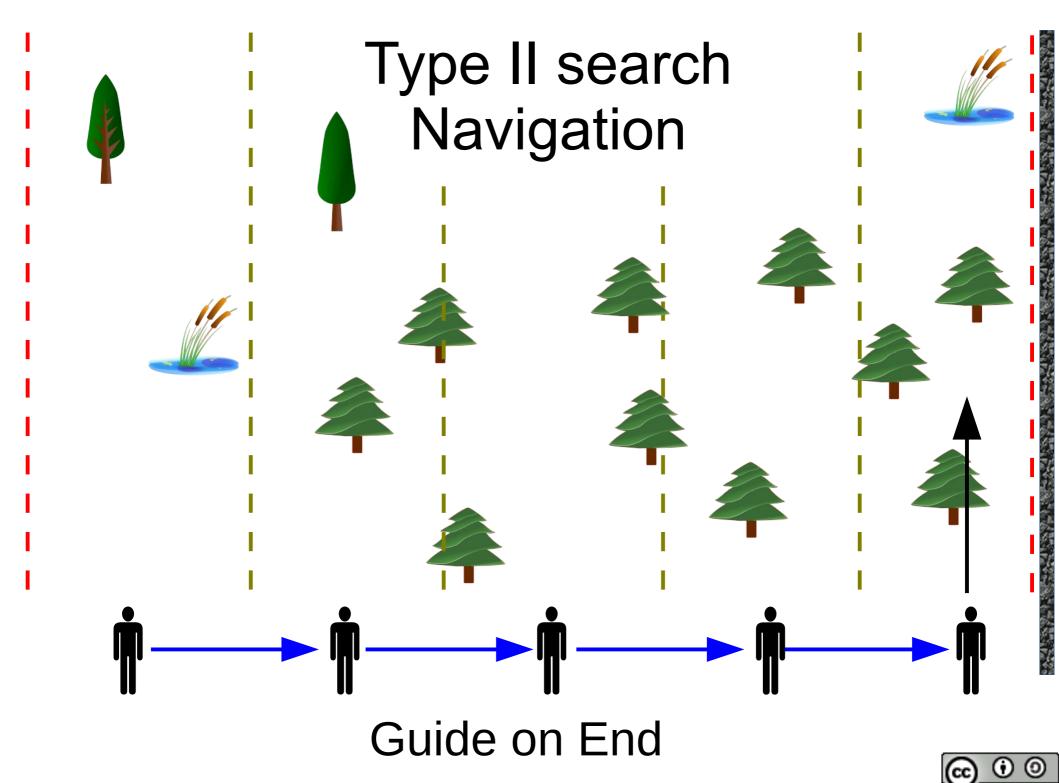
Purposeful wandering

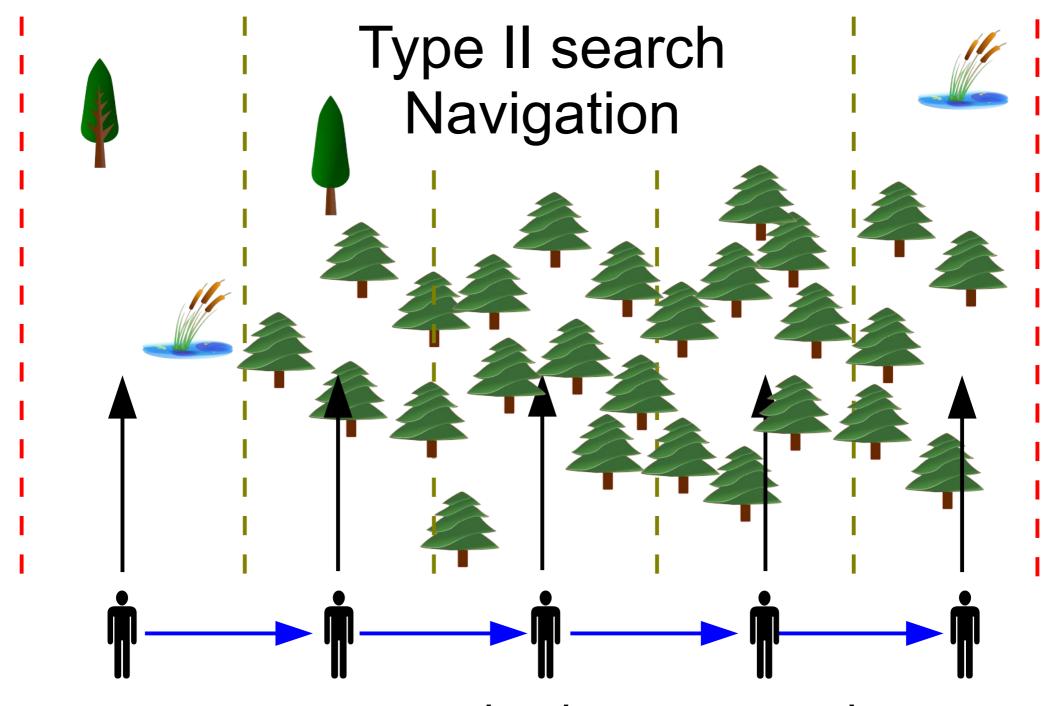




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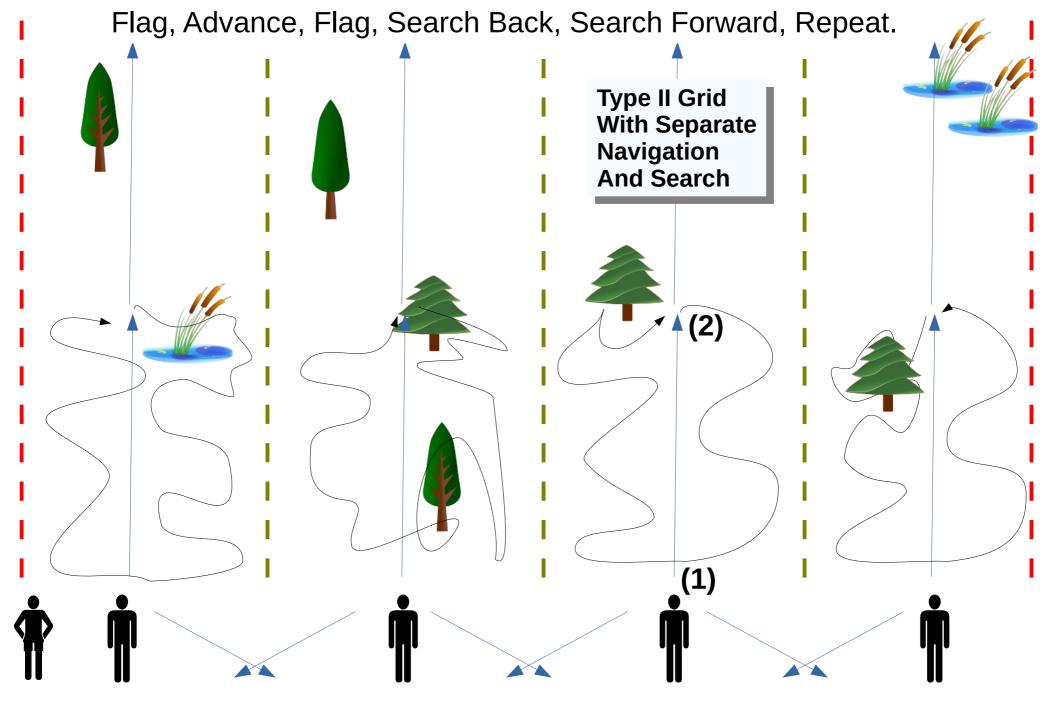




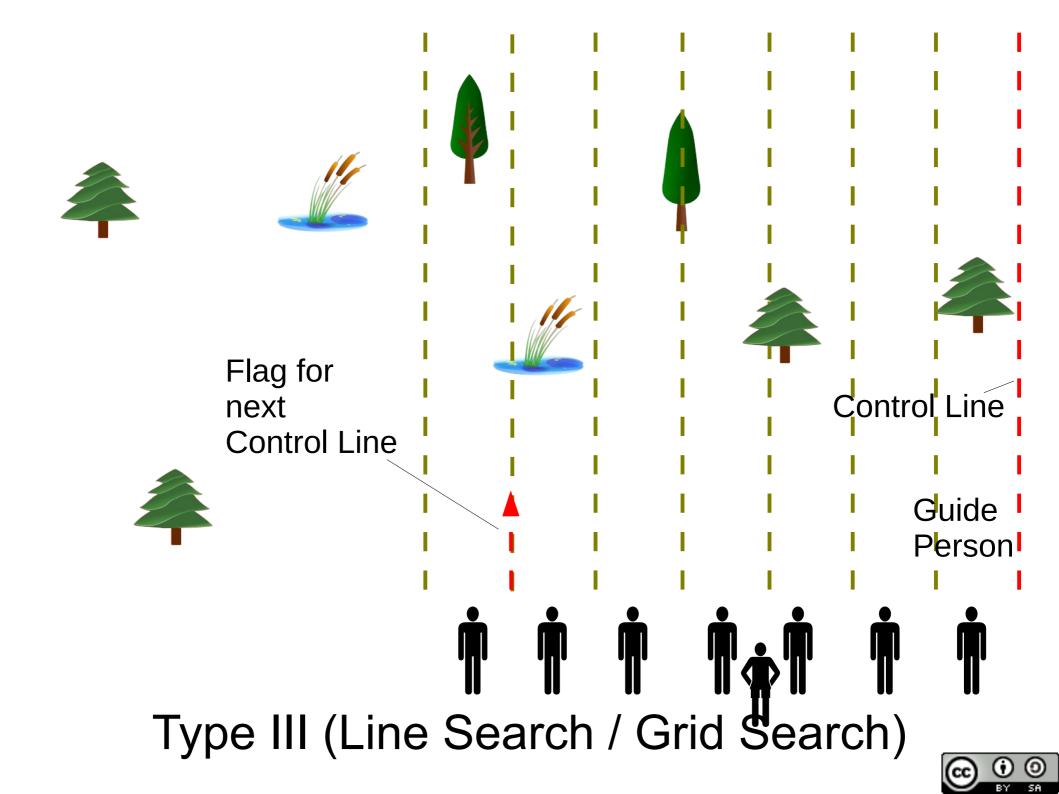


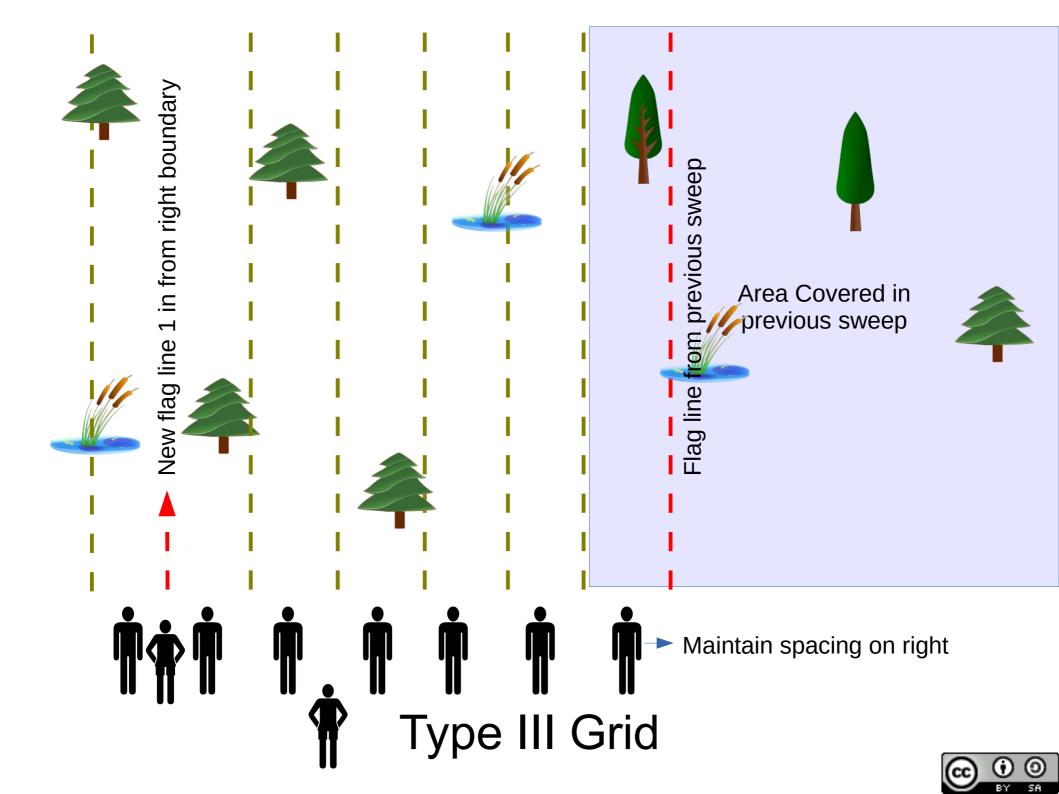
Everyone Navigating on a Bearing

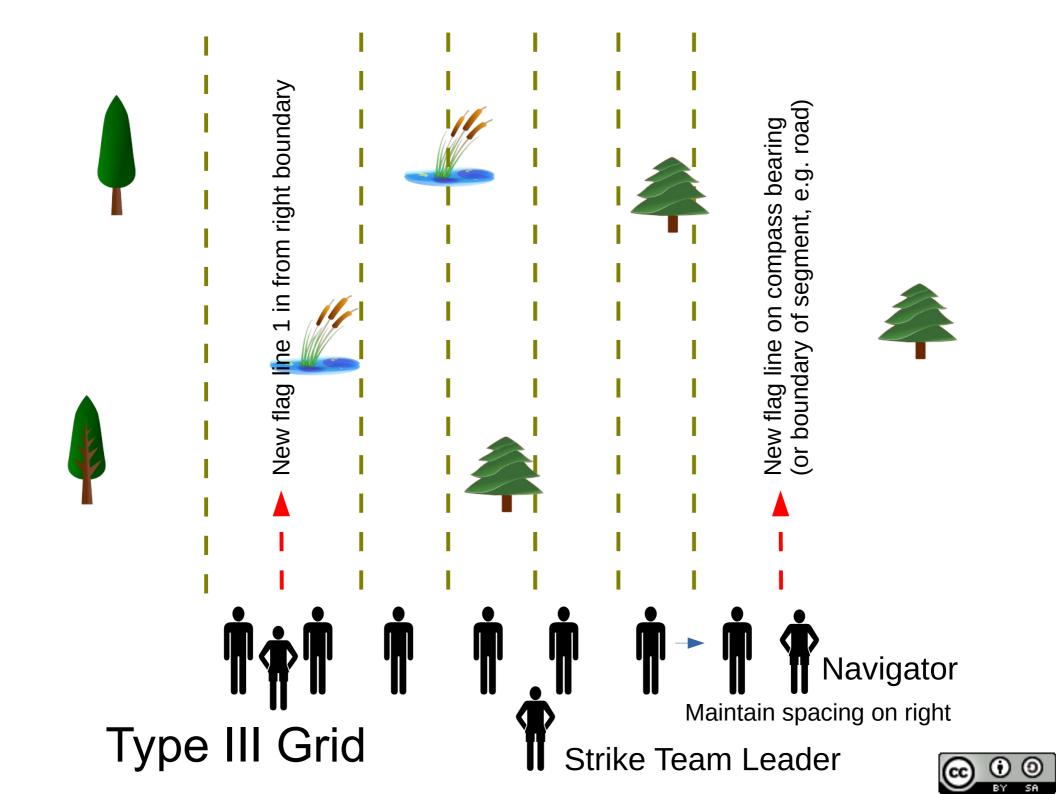




Critical separation & purposeful wandering





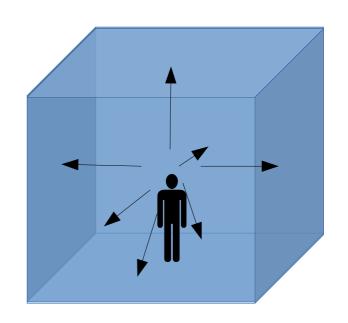


Type III Grid Commands

- Stop
- Look Up, Look Down
- Look Left, Look Right
- Turn Around and Look Behind you
- Look Up, Look Down
- Look Left, Look Right
- Turn Around
- Advance



Search Cube

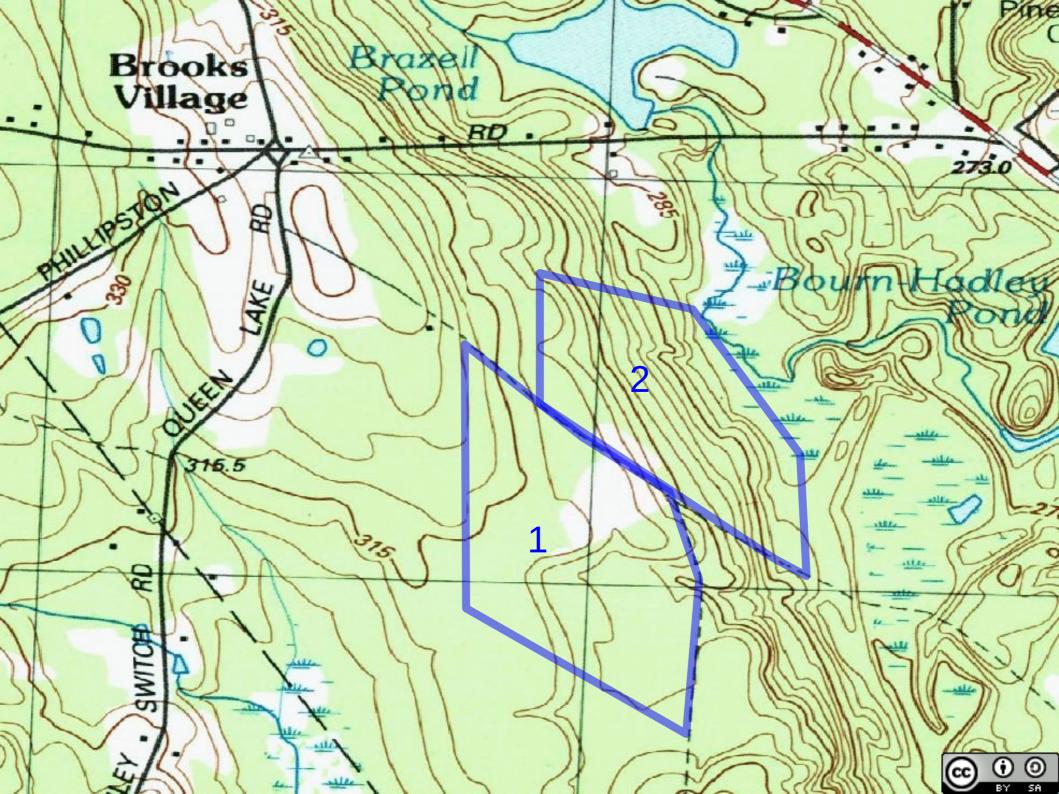


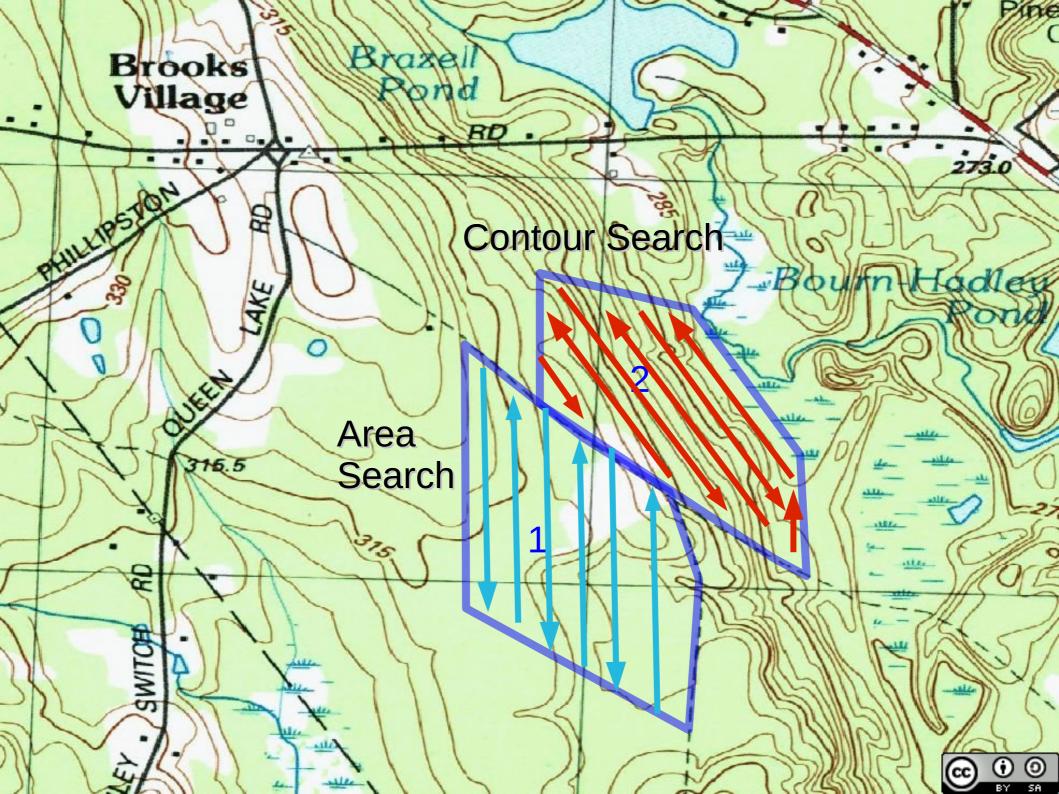


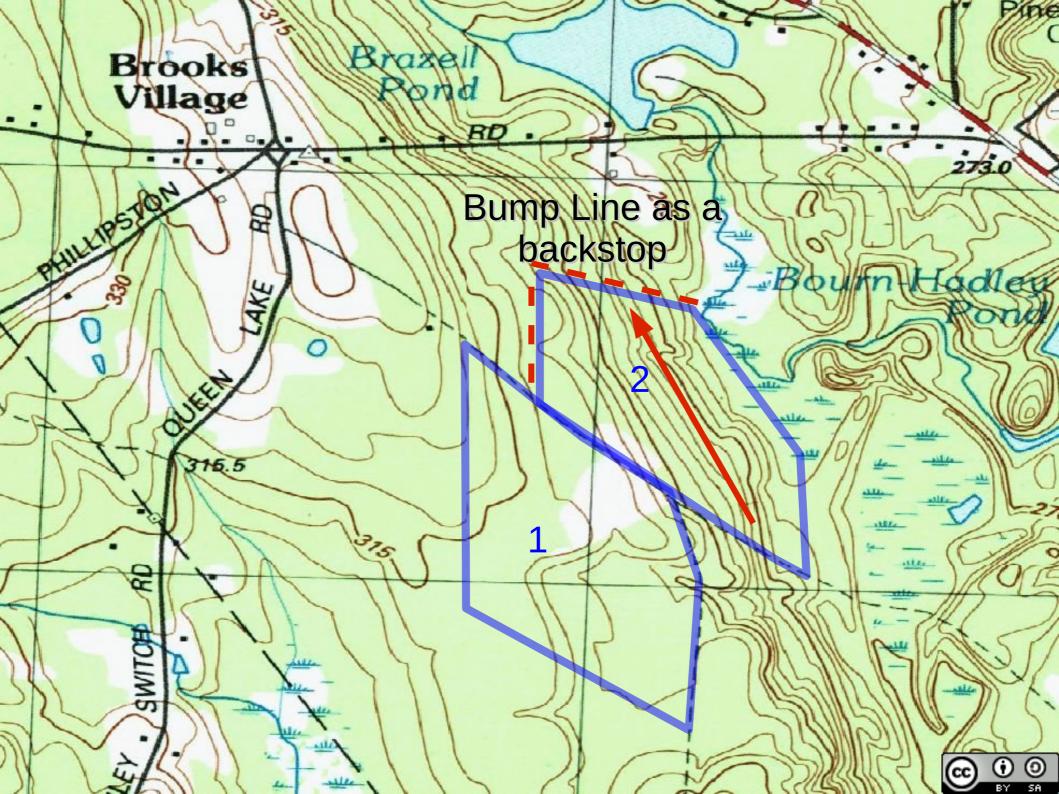
Area Search Patterns

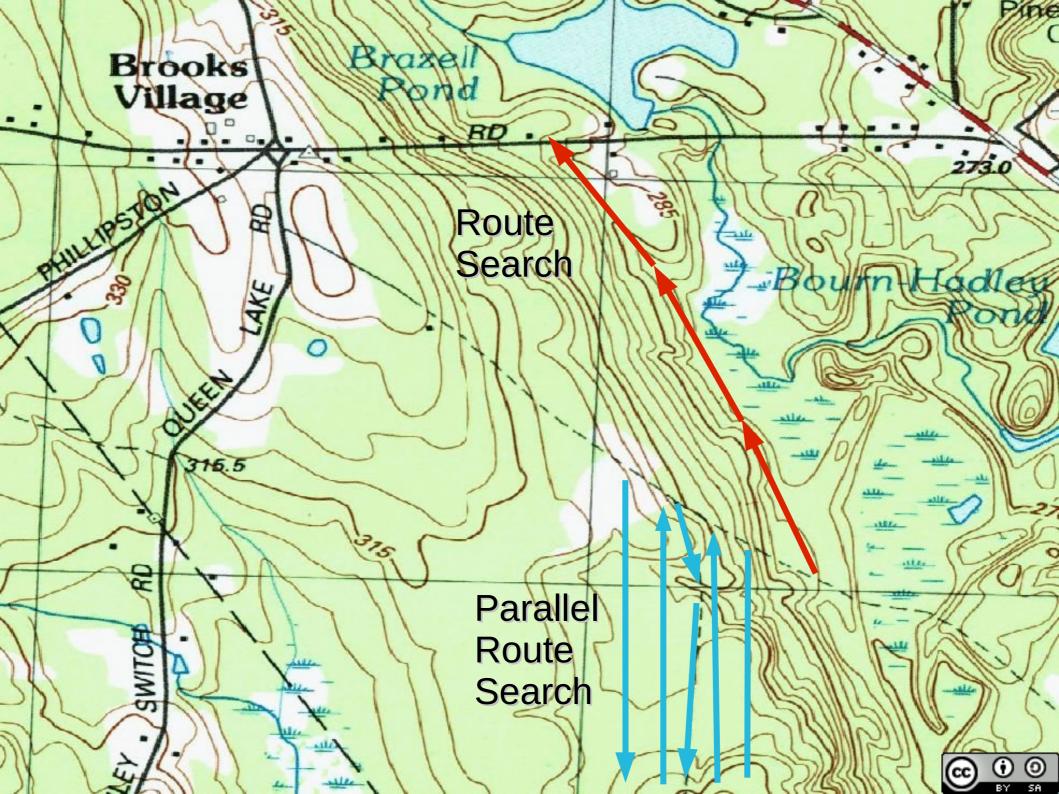
- Area Search (II or III)
- Route (Area) Search (I or II)
- Parallel Route Search (II)
- Expanding Circle Search (II)
- Contour search (II or III)

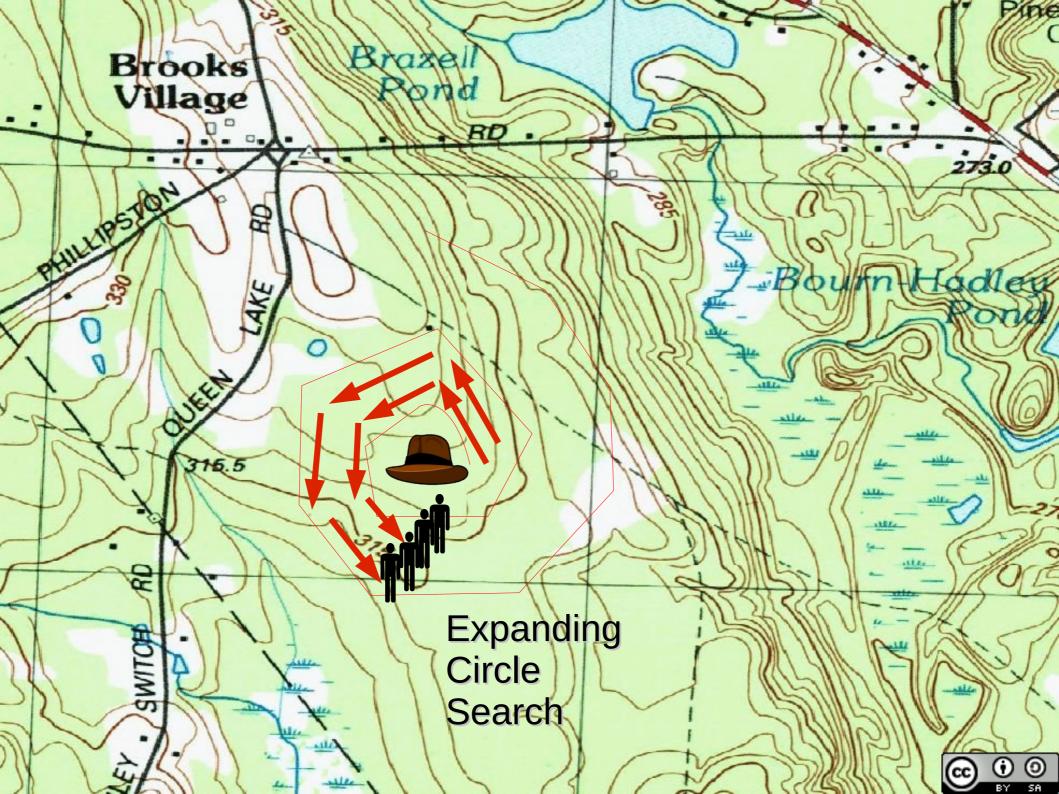








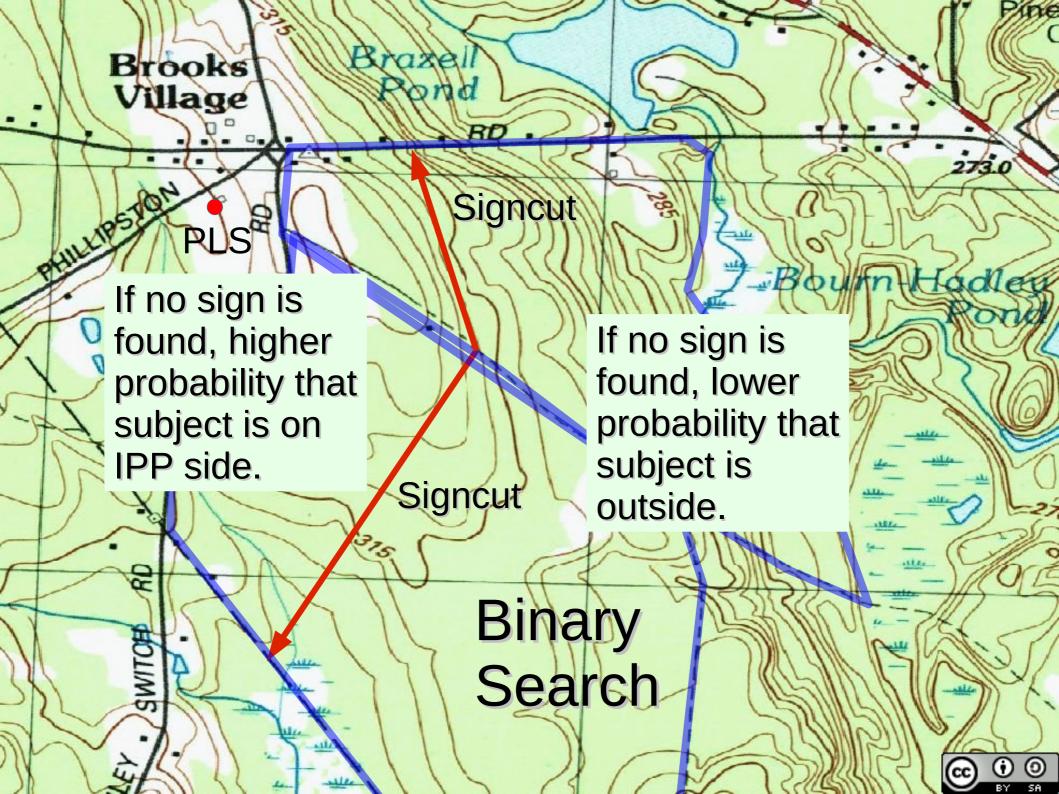




Area Search Patterns

- Area Search (II or III)
- Route (Area) Search (I or II)
- Parallel Route Search (II)
- Expanding Circle Search (II)
- Contour search (II or III)









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