



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
- Grid search as a last resort
- Manage by objectives
- Search management is information management



Search for Clues not just the Subject

- One subject, many clues
 - Around 3000 clues per mile when walking [Mantrackers, Tracking/Trailing Dogs]
 - Scent plumes [Air scent dogs]
 - Dropped articles [Clue aware searchers]
- Clues can give:
 - Direction of travel
 - New last known points
 - Shift of priorities of areas to search



Clues can be

- Seen
- Heard
- Elicited in investigation
- Felt
- Smelled

Subject may:

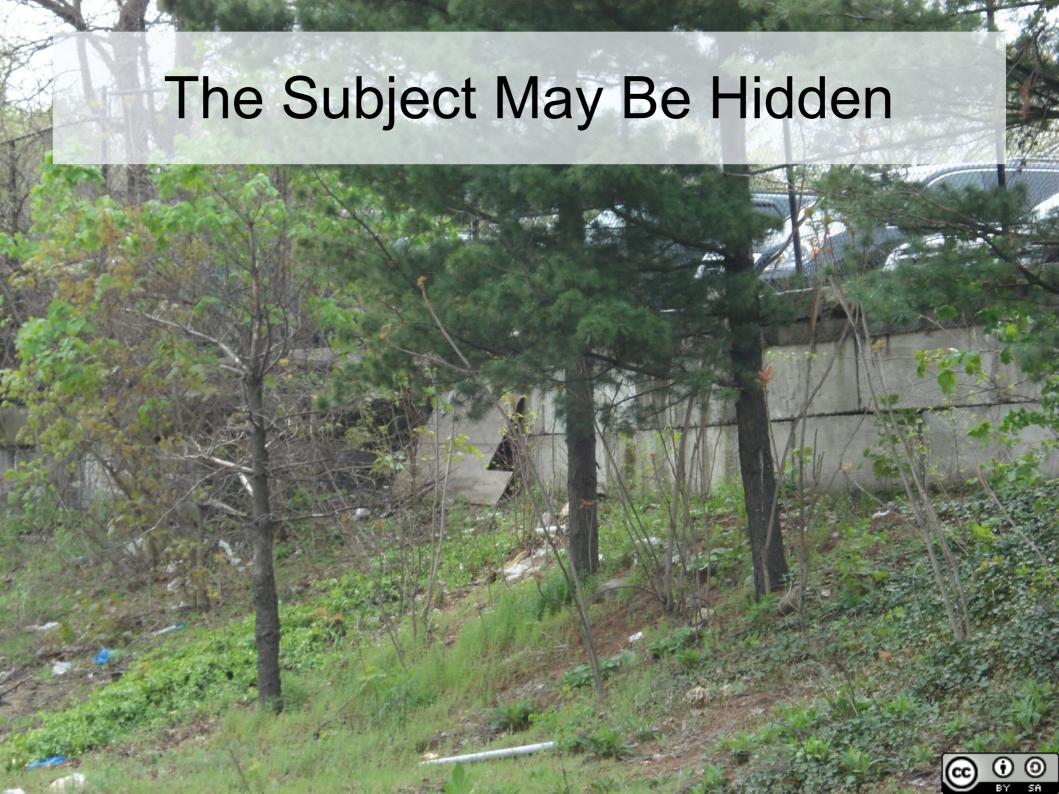
- Walk, leaving sign
- Drop things
 - Litter
 - Candy wrappers, drink containers, food wrappers
 - Hypothermia and paradoxical undressing
- Leave messages
 - Trail registers, route plans, suicide notes
- Bivouac











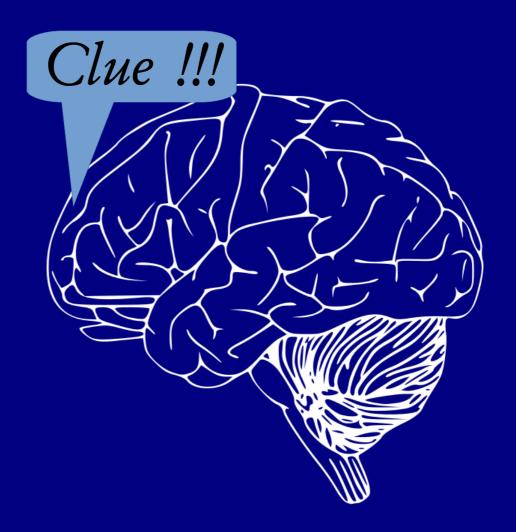
Hug-a-Tree instructions

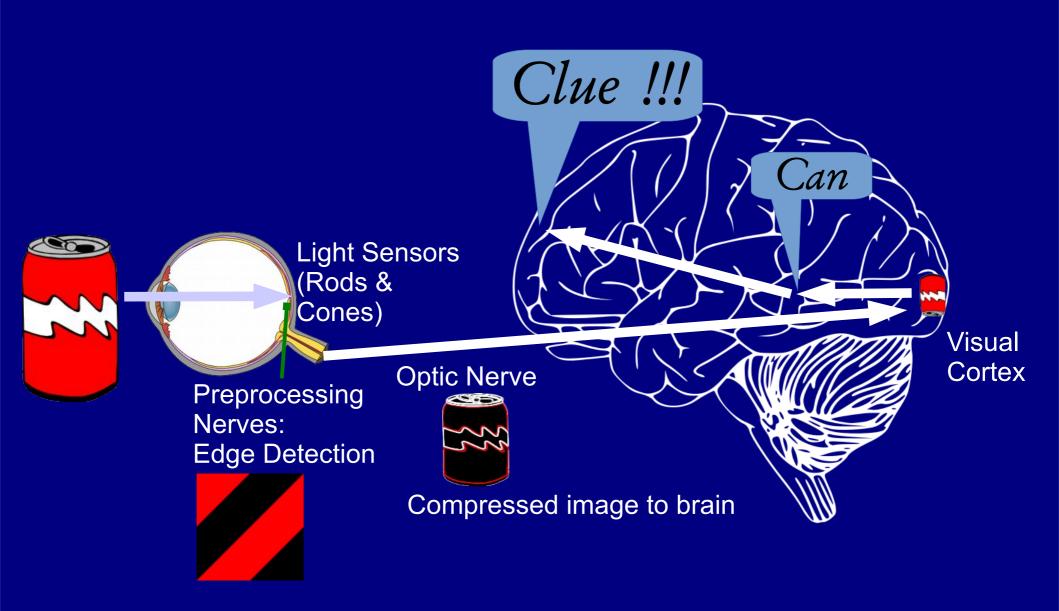
- Tear a hole for your face in a large plastic garbage bag.
- Pull the bag completely over yourself, leaving your face exposed.
- Sit next to a tree.











Teach your Brain to Observe





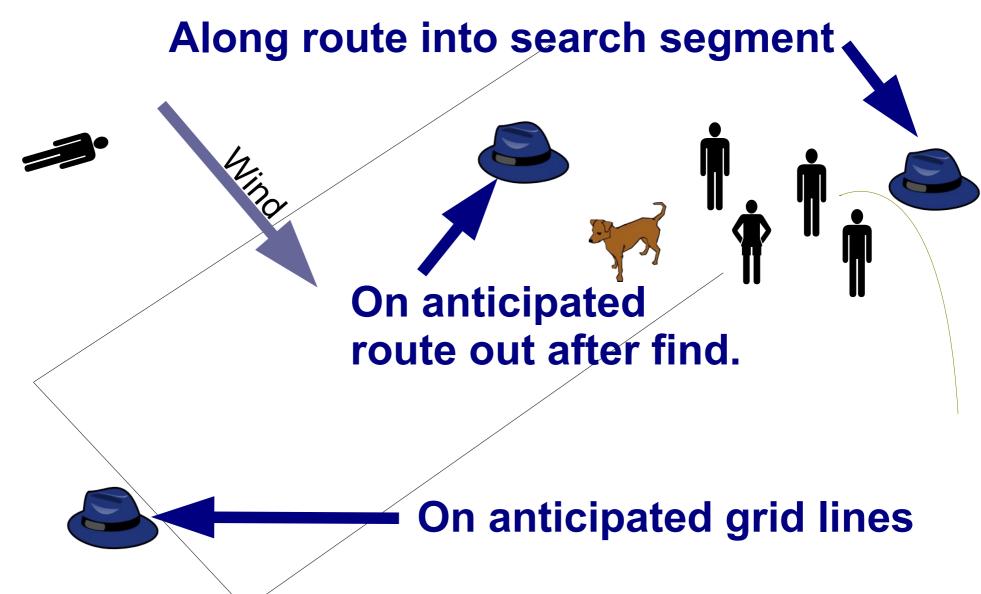
Include clues in regular training evolutions

- Clue specific
 - Kim's Game
 - Type I, Type II, and Type III searches
- Add clues to Canine training evolutions
 - Leave clues along trails
 - Leave clues along likely grid lines
 - Leave clues along exit route from subject





Hide clues in canine area problems



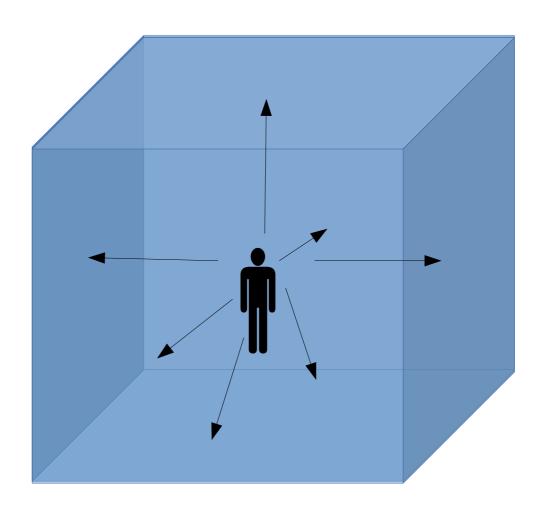


Techniques

- Search Cube: Look behind you, above you...
- Stop to look
- Scan near, middle, and far distances
- Look through foliage
- Stop and look after a distraction
- Look below vegetation
- If you are talking you aren't searching



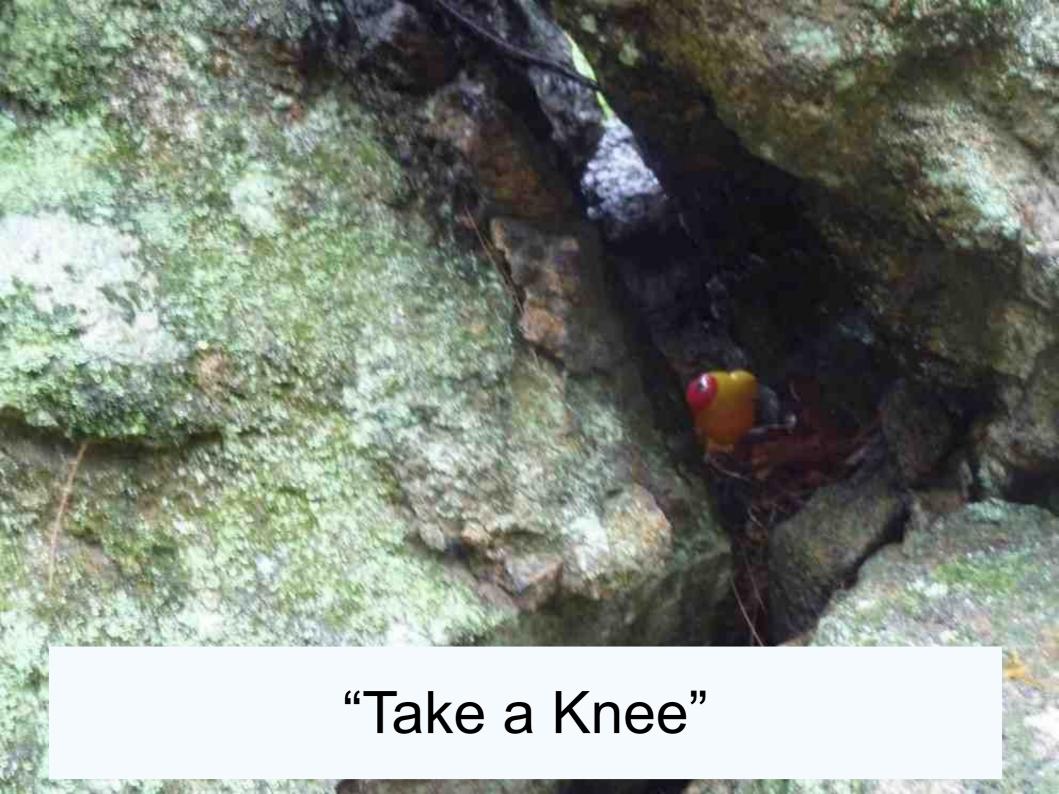
Search Cube

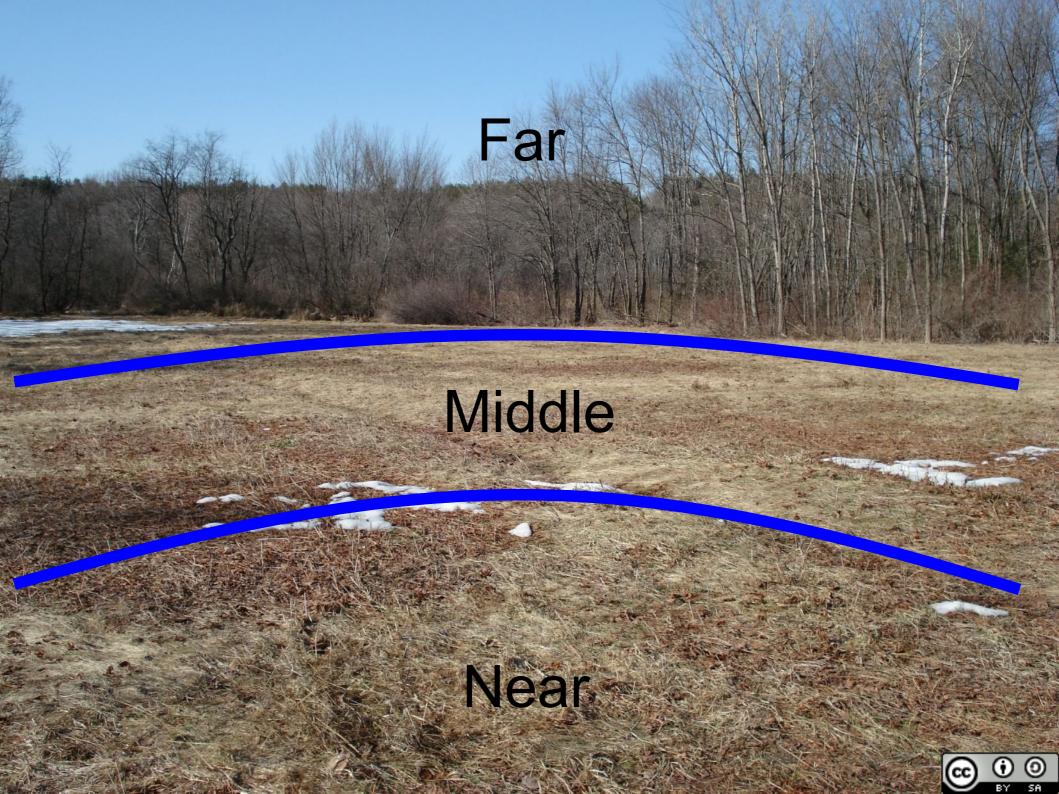




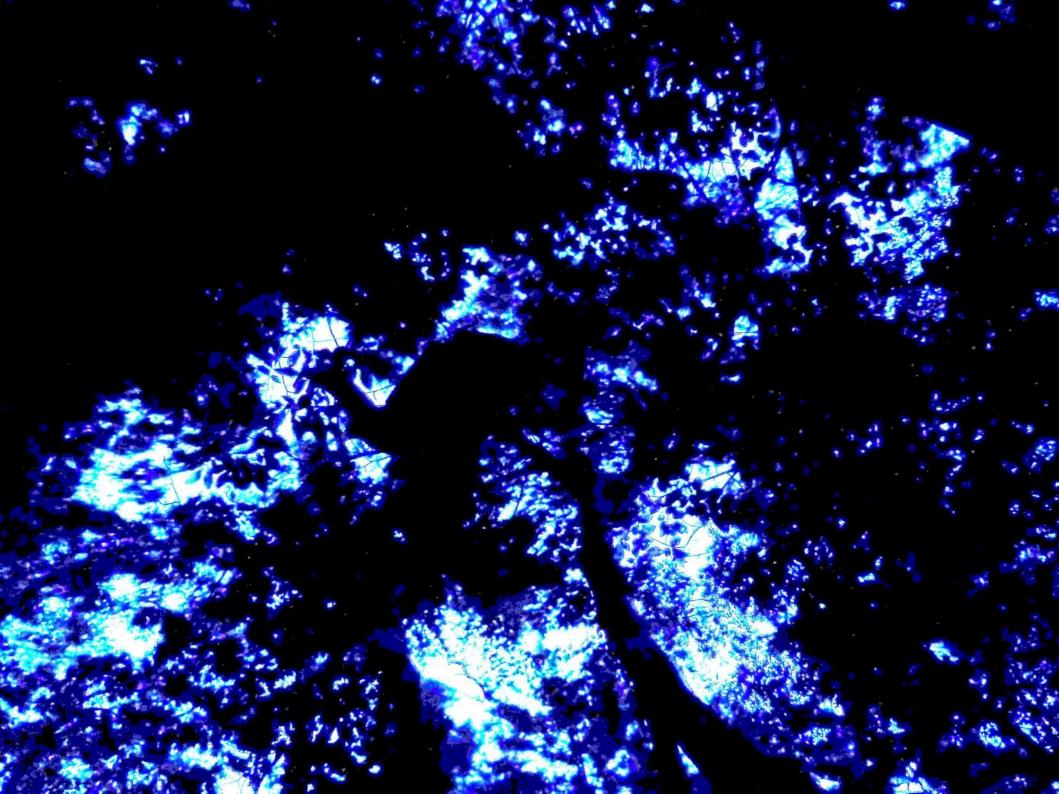


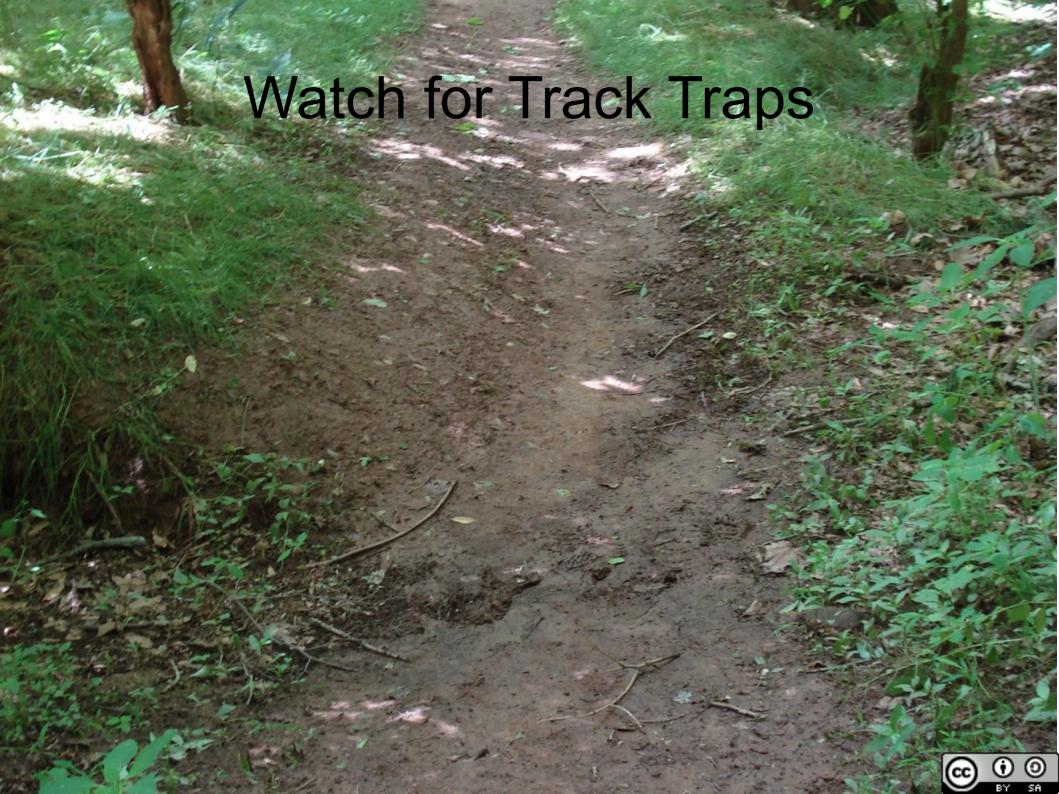






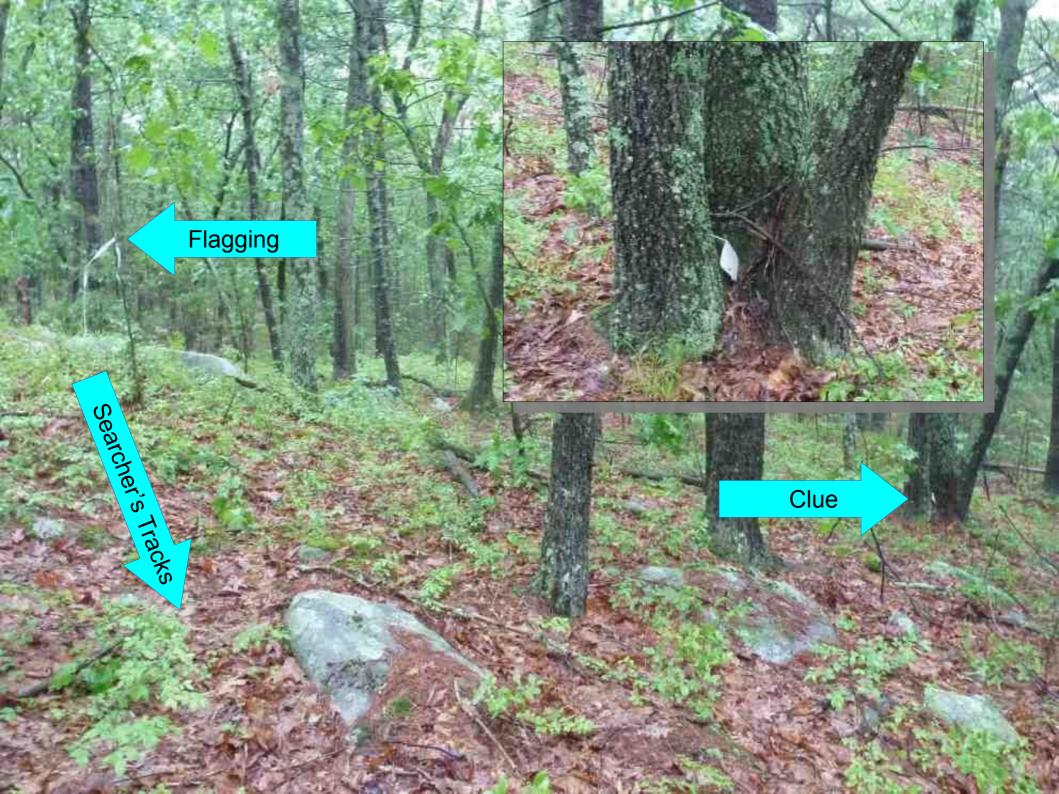


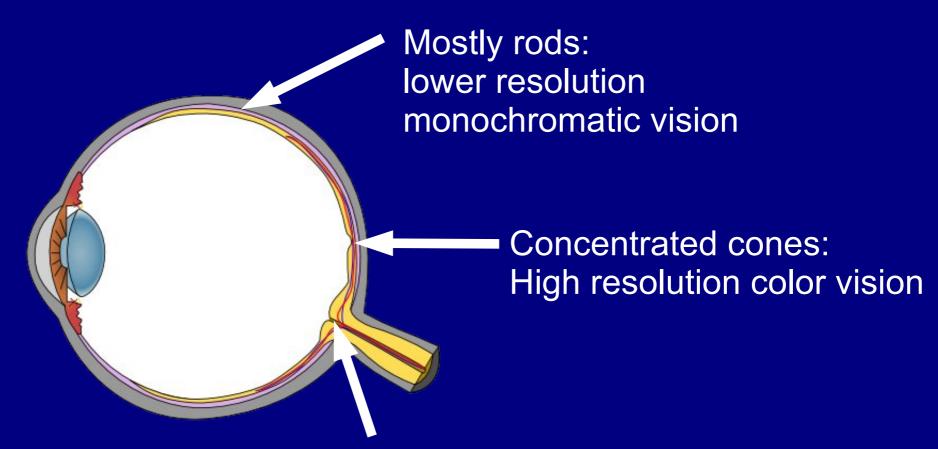












Blind spot where Optic Nerve leaves eye





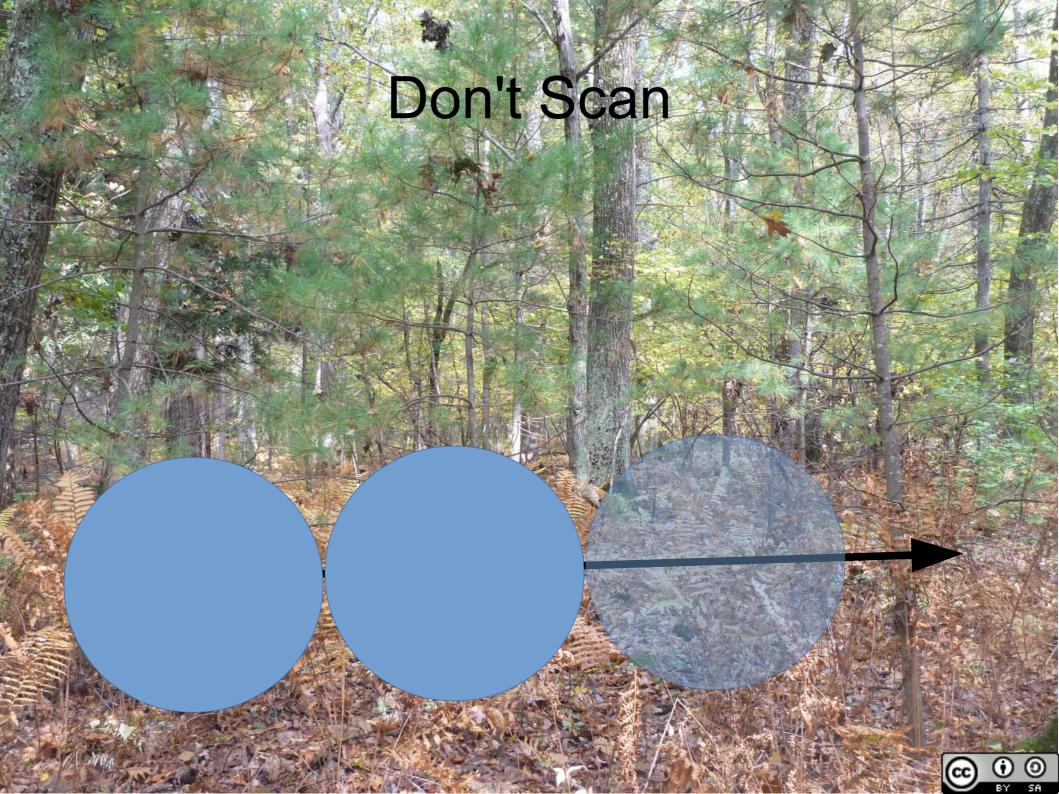


Look into shadows.

At night, look just away from what you want to see.

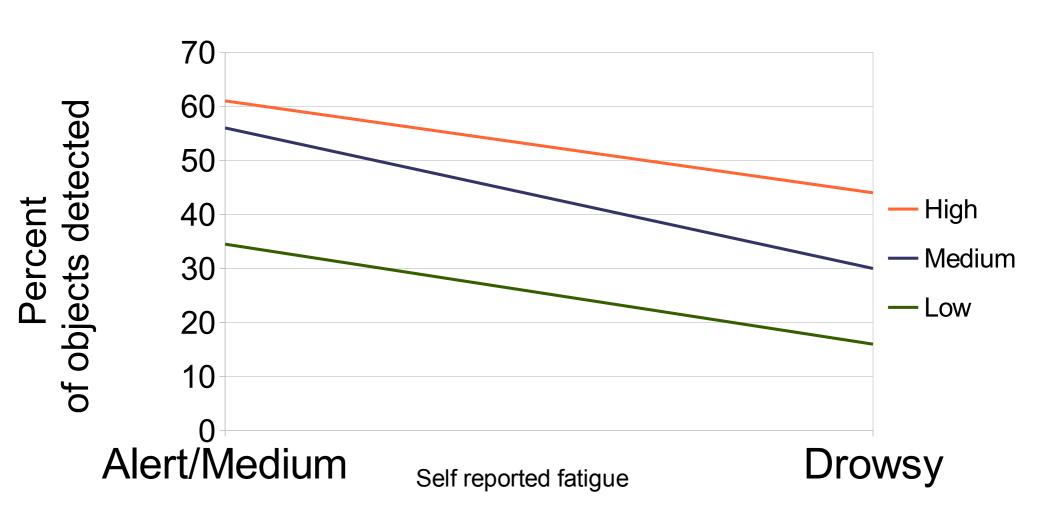
To see Here Look Here



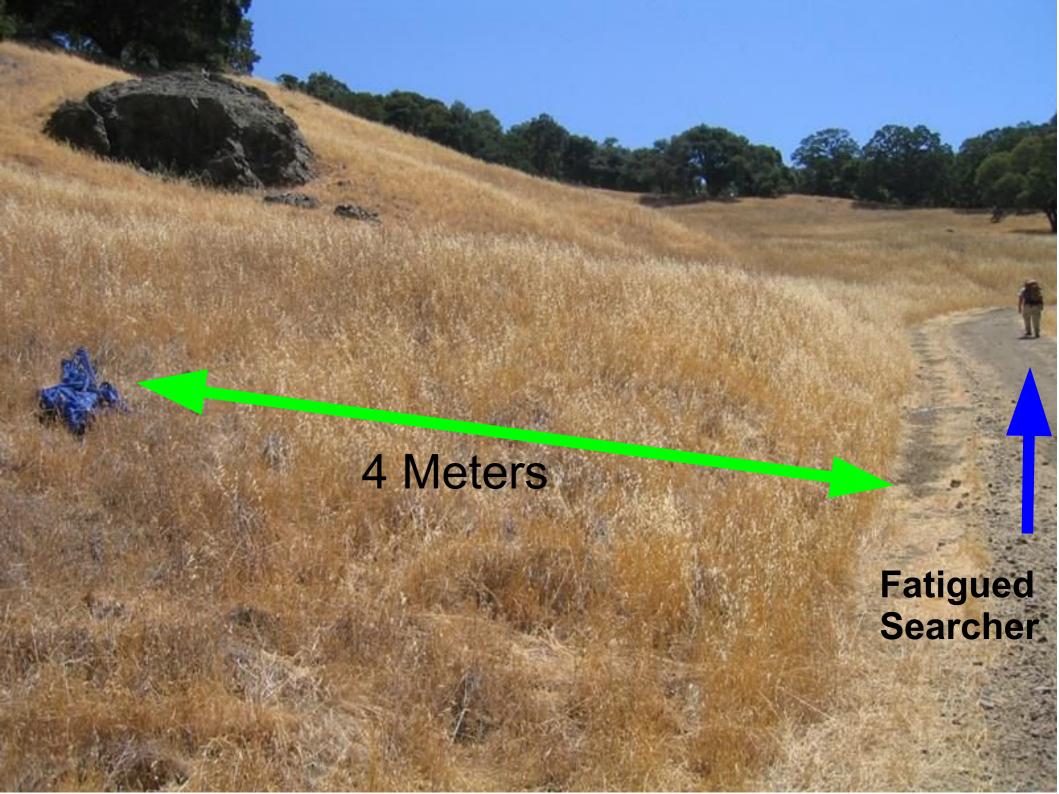




Fatigue and detection









Upon finding a clue

- Don't touch.
- Scene Safety
- Call out: "Hold the line", everyone stays where they are, team leader comes over to determine what action to take.
- Call it in.
- Record and flag the location.
- (More in Crime Scene Preservation)



Clue Log

- Maintained in the planning section.
- Log of all clues
 - What was it?
 - Where was it observed?
 - Who observed it, When did they observe it?
 - What follow up action has been taken?
- What clues haven't been followed up on?



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