

SAFETY RULES - GETTING LOST

1. SIT DOWN AND THINK

- Don't try to remember details, but general landmarks. Work out whether it would be better to go on, go back, or stay put.
- If you have food and water, it will probably be better to stay put and try and attract attention with a fire - a smoky fire during the day and a blazing fire at night



**KEEP
CALM
AND
DON'T
PANIC**

2. PRAY

- Kneel down and talk to God.
- Remember some of His promises: "I am with you always." "The angel of the Lord encampeth round about them that fear Him, and delivereth them."
- Jesus is watching over you.
- The angels are taking care of you.



3. MARK THE SPOT WHERE YOU ARE AT THE MOMENT

- Don't move from the point where you are until you mark it well.
- Blaze a tree, place a rag on a stick in the ground, or put your hat on a stump.
- Do something to mark your spot.
- This will aid searchers when looking for you if you move on.



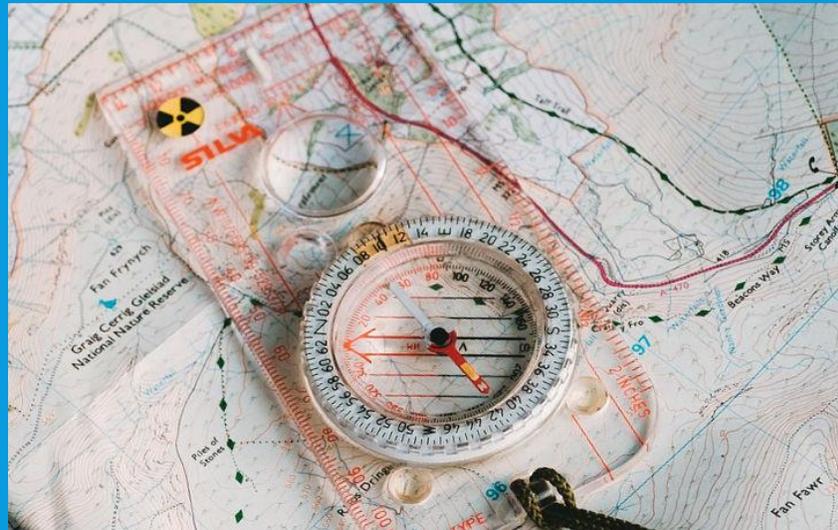
4. CLIMB A TREE OR HILL

- From the top you may see a landmark that you recognize. If so, and you are sure which way to go to get you back safely, proceed towards that landmark. But if you are not sure of any landmarks, **STAY WHERE YOU ARE**. At the same time, when you are up at your high point, look for smoke. This usually means people are there



5. USE YOUR MAP AND COMPASS

- You should have a map and compass in your pack-use them. Spread out the map and orient it, either with the compass or by checking the landmarks. Think of the last landmark you passed. That bridge, perhaps an old cabin, a hill, a sharp turn in the trail. Find it on the map. With your compass mark out a route, to the recognized landmark on your map.

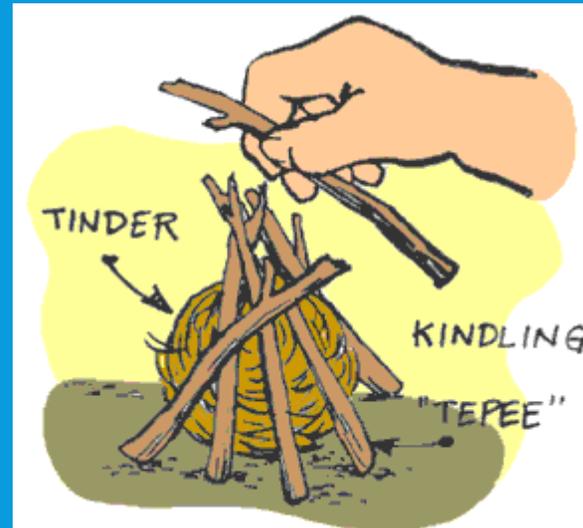


6. STAY WHERE YOU ARE

- If you are unable to locate a familiar landmark that can lead you home either by sight or by map and compass, STAY WHERE YOU ARE.
- Wait for help to come.
- Listen for the calls of searchers.
- Collect enough wood to build a signal fire and to last you through the night if required.

7. LIGHT A FIRE

- Build a safe fire. Have enough wood on hand to keep it going all night if required. During the day, once the fire is established, add green leaves to create smoke. Send your own smoke signals. At night, keep the fire burning bright; it will create warmth and also the glow will attract attention. Keep an eye on your fuel as you may need it later.



GIVE OUT DISTRESS SIGNALS

Distress Signals

- **Distress Signals by Lost Party:** Three signals together, regularly spaced.
- **Searchers Looking for Lost Party:** One signal at irregular intervals.
- **Acknowledgment of Distress Signal:** Searchers will give one signal.
- **Recall Signal:** Two signals at short intervals, followed by a minute without, and then repeated.



DISTRESS SIGNALS

Form of Signals:

These may be given by smoke, i.e. blanketing a smoky fire, or by shouts, shots, whistles, flashing of mirror or torch, or by distinctive waving of cloth. The chief characteristic of these signals is their regularity, and any signal repeated at any regular interval should be investigated.

