# In An Emergency



## DO NOT PANIC!

## Stop-Think-Observe-Plan **PRIORITIES**

- 1. Medical Care
- 2. Shelter & Fire
- 3. Signaling/Communication
- 4. Water & Food

from www.equipped.org

Stop - Take a deep breath, sit down if possible, calm yourself and recognize that whatever has happened to get you here is past and cannot be undone. You are now in a survival situation and that means -

Think - Your most important asset is your brain. Use it! Don't panic! Think first, so you have no regrets. Move with deliberate care. Take no action, even a footstep, until you have thought it through, then -

Observe - Take a look around you. Assess your situation and options. Take stock of your supplies. equipment, surroundings and the capabilities of fellow survivors, then -

Plan - Prioritize vour immediate needs and develope a plan to systematically deal with the emergency. Make a plan. Follow your plan. Adust your plan only as necessary to deal with changing circumstances.

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#### SIGNALING

Signal Mirror - Best all-around signaling device. In normal sunlight, flash can be seen for 10 miles or more; works on bright overcast days, even in moonlight. Sweep horizon often, even if you don't hear or see a search plane or ship.

To Use Mirror - Hold mirror to eye and reflect "fireball" from mirror onto "V" formed by fingers. Move arm and align mirror so target is

visible in the "V." Tilt mirror rapidly up and down to flash target.

Whistle - Whistle blast will carry up to 2 miles; you can blow a whistle longer than you can yell. Three blasts at regular intervals is the universal signal for help. Fire - During darkness, fire is best visual signal. Build 3 fires in a triangle or straight line about 75 feet apart. Build as soon as situation permits, then protect from the weather until you need them.

fire at all times. Smoke - During daylight, smoky fires attracts attention. International distress signal is three columns of smoke. Try to create contrast: dark smoke against a light background and vice versa. Practically smother a large fire with green leaves, moss or a little water to make white smoke; add rubber, foam or oil-

If you are alone, maintain 1 signal

Ground-to-Air Signals - Make symbols a minimum of 3 feet wide by 18 feet long. If larger, keep the same 1:6 ratio. Use rocks, logs, brush, clothing, airplane/ car parts, etc. Make sure they contrast greatly with the ground and have straight edges and sharp angles. Build in open, flat area easily spotted from the air.

- V Need immediate assistance
- X Need medical assistance

soaked rags for black smoke.

- N No
- Y Yes
- ♠ Proceeding in this direction
- △ Probably safe to land here

SOS or ... - - - ... - Send Help!

KIT CONTENTS - MESSAGES

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### WATER TREATMENT (Wait 30-60 minutes before drinking)

1. Rolling boil for at least 1 minute. 2. Add unscented liquid chlorine bleach (sodium hypochlorite as the only active ingredient):

% sodium hypochlorite

40 drops per gallon 8 drops per gallon

7-10% 4 drops per gallon

- 3. Add 2% USP iodine, 20 drops/gal. for clear water; 40 drops/gal. cloudy water.
- 4. Add water purification tablet(s) according to package directions.

Potable Aqua - Strain cloudy water. Add 2 tablets to 1 quart/liter of water and cap loosely. Wait 5 minutes. Shake container to allow screw threads on closure to be moistened, then tighten cap. Wait 30 minutes before drinking, 1 hour if cold. ALWAYS treat water if possible: regard all water as contaminated.

#### FINDING WATER

Glacier run-off: rock crevices: trees (indicates source of water); dunes (dig at lowest point between dunes); dry

river bed (dig in outside bend of river); follow converging animal tracks, the "V" can point to water; bees and flies (bees are never more than 3 miles from water, watch where they fly after leaving their nest, flies are even closer to water, within 110 yards).

#### WATER COLLECTION

Transpiration/Vegetation Bag - Put a plastic bag or bottle over a leafy branch and seal the neck tightly after threading a drinking tube inside. Water condenses on the plastic. Also works with vegetation in a plastic bag on the ground.

Solar Still - Dig a hole about 3 feet wide and deep. Line with green vegetation. Put a container at the bottom, run a drinking tube from the container to the edge of the hole. Place a plastic sheet (preferably clear) over the hole, seal the edges with dirt, but leave enough slack so a rock in the center will

make water run down the inside of the plastic "cone" into the container.



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container.

#### FIRE STARTING

Build away from grass, trees, overhead snow. Gather tinder, kindling and fuel wood, starting very small (tinder), pinkiethumb sized (kindling),

increasing in size, before attempting to start fire. Stack wood in teepee → 3 shape for concentrated

heat/light or in a log cabin shape for more

heat/greater light and smoke for signaling. If lighter is wet, shake to

remove excess water and blow on flint wheel, then proceed. If Tinder Quick tabs are frozen, hold in closed hand for 1 minute before attempting to ignite: fluff up before igniting.

Tinder - Can be very dry grass, fine wood shavings, cotton clothing lint, paper, bird nests, inner bark of trees. woody plant fiber, dry moss, pitch, cattail fluff, etc.

Strike sparks from a flint, lighter or ferroceramic rod down into very dry, fine tinder to ignite it.

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## FISHING KNOTS

Clinch Knot (Attach hook or flv)



Return Knot (hooks w/bent eye)



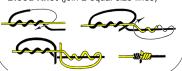
Surgeon's Loop (making leaders)



Trilene Knot (Attach hook or lure)



Blood Knot (join 2 equal size lines)



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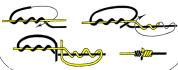
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### FINDING NORTH (Northern hemisphere) Wristwatch method - Point the hour hand at the sun. SOUTH SOUTH is halfway between the 12 o'clock position and the hour hand. Shadow-Stick method -Clear flat area of ground, then erect a short, straight stick in the middle so it casts a clear shadow. Mark the tip of the shadow with a pebble. Wait at least 15 minutes. Mark the second shadow tip. A line through those two tips is WEST to EAST. Star method - Find the Big Dipper constellation, use edge of the "dipper" to locate North star. Remember - Sunrise/moonrise is in

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