

## Track and clue notes

**Honesty** See only what is there, avoid conjecture

**One step at a time** Avoid jump tracking/bracketing

**Identify 6 points per print** Provides information and learning

**Patience and determination** to find sign

*Nature settles Disturbance unsettles*

*Use light/shade/reflection to enhance definition of sign*

*The more you look the more you see*

### Elements:

**The subject** Clue generator

**Clues** Messages subject leaves

**Search area** Primary area to look for clues

**Searchers** Need to be aware, alert and prepared

**Time** Clue eraser

**Sign cutting** Initial detection of clues, look for track traps

### Value of finding clue

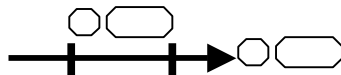
- ♣ Confirms direction of travel
- ♣ Confirms area or known point

### Take with you...

- ♣ Tracking stick with rings
- ♣ Fluro clue markers
- ♣ Acetate and OHP pens
- ♣ Waterproof notebook and pencil
- ♣ Mirror/reflector (use with shading item like hat)
- ♣ Hi-Viz vests
- ♣ Outdoor gear
- ♣ Torches
- ♣ Brains
- ♣ Fingers
- ♣ Senses
- ♣ Attitude

### Step by step tracking

1. Start at last known point
2. Establish Direction of Travel (DOT)
3. Set up stick using two prints for stride and print length
4. Follow track print by print, monitor stride length
5. Mark all clues well
6. Identify foot sequence 10-12 o'clock=L, 12-2 o'clock=R
7. Follow from behind, protect sign
8. Observe from differing angles/perspectives/searchers



### Ground sign

- ♣ Colour change Moisture
- ♣ Temperature change
- ♣ Temperature change Lasts as long as compression
- ♣ Foot shape

- ♣ Pattern
- ♣ Transfer top: often during change in walking surface
- ♣ Transfer bottom: from ground contact, lasts longer
- ♣ Damaged vegetation Bruising, straight line creases
- ♣ Broken seals around embedded objects
- ♣ Fractures due to compression
- ♣ Broken twigs
- ♣ Shadow/shine

### Top sign

- ♣ Tension entwined foliage, use stick to release
- ♣ Broken branch ends = Lighthouse. Age by re-breaking
- ♣ Uprturned leaves Lighter underside = Lighthouse
- ♣ U-Bolts U-shaped broken sticks on ground, boot width
- ♣ Transference: horizontal/vertical displacement of material
- ♣ Change of colour
- ♣ Hole or lack of hole in vegetation, spider webs etc

### Night tracking

- ♣ Defuse light best Carry variety of light types
- ♣ Protect night vision
- ♣ Use low angle light from varying perspectives
- ♣ Carry additional personal light
- ♣ Stay aware of location and safety

### Clue rich environments = STOP (Stop Think Observe Plan)

1. STOP
2. Assess
3. Segment area
4. Approach via obtuse route, leave same way
5. Systematic and methodical processing
6. Record all clues/locations
7. Protect site
8. Report back to base

### Good habits...

- ♣ Use obtuse routes/steps to prevent contamination
- ♣ Mark your own toilet stops
- ♣ Take regular short breaks from tracking, rotate searchers

### Terms

**AHP** Area of High Probability. **LKP** Last Known Point. **PLS** Point last seen. **DOT** Direction of Travel