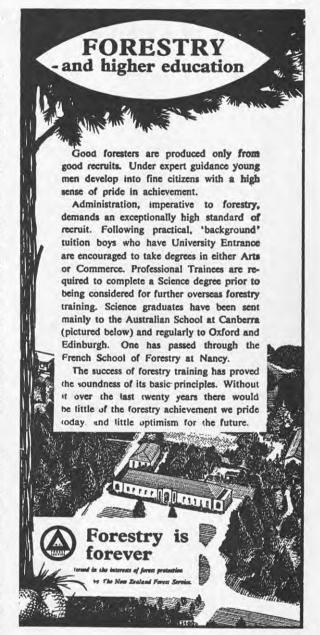
## HOW NOT TO GET LOST IN THE BUSH by R. C. Nelson

It is surprisingly easy to get lost in the bush, and it is better for young folk not to go into thick bush unless they have someone with them experienced in bushcraft. Even if you want to go alone, it is better to have at least two other people with you—three is even better still—because if one gets hurt two can go for assistance while one stays with the patient to look after him and keep him company.

Before setting out obtain your parents' permission and tell them exactly where you are going, and the route you intend to follow going out and coming home, so that if anything goes wrong and you fail to turn up they will have some idea where to look for vou. Also, before setting out make sure you are carrying a reliable compass, a watch so that you won't wander away too late, some matches in a waterproof box, a small first-aid set, and some food. If you are hiking over rough country you will need good boots, not shoes, because shoes so easily twist and cause a sprained ankle; only chumps go out for the day without sufficient clothing to keep them warm if the weather turns cold. Pencil and paper are good things to have.

When you start hiking, and as you go along, check your direction occasionally so that you will know the direction back, and sometimes look back because the country often looks quite different from the other side and you should note prominent features to guide you coming back. If you have the least doubt about being able to retrace your steps, go no further.

If in spite of all your care you do get lost, sit down quietly and think things out. If you have a compass and you know the direction you can then quietly back track, but don't separate from the party, and from the moment you suspect you are lost leave plain marks—either for yourselves to use if necessary or for others to find if they search for you. Leave notes if possible. If you are quite lost and really don't know which way to go, light a safe fire and stop there until someone comes for you. Light by night and smoke by day will guide them and the fire will keep you warm. The very worst thing you can do is to go wildly blundering along; it is awfully hard



to stay where you are but it is far safer to do so. It is so much more pleasant for you and your parents, however, if you don't wander off well beaten tracks and get lost. Learn the rules of the game by always going with people you and your parents can trust. Then when you have grown up you can tackle difficult country.