



BOY SCOUTS OF AMERICA

Troop 146

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Tenderfoot Requirement 5b

"Describe what to do if you become lost on a hike or campout."

Name

(Choose 1 correct answer)

Part 1 - How not to get lost in the first place (page 253)

1. The handbook says that it's a good idea to study a map before you start walking. Why?
 It's harder to get lost if you have advance familiarity with the roads, lakes, streams, and other visible landmarks along your route.
 The map will help you predict how long the journey should take, and so people can start worrying about you if you seem to be late.
2. The handbook says that it's a good idea to take out your map and compass or GPS receiver periodically and do what with it?
 Make sure that your compass is still working correctly or that your GPS battery still has a charge.
 Pay attention as you see hills, streams, valleys, buildings, etc., and use them to help pinpoint your location along the route.
3. If you're hiking on an out-and-back trail, the handbook suggests that while you're walking out you should look back over your shoulder often. Why?
 What you see over your shoulder is how the trail will look on the way back.
 There may be people on horseback coming up on you, and you'll want to step off the trail to let them by.
4. Our troop usually hikes on marked trails; that is, there will be a "blaze" painted on a tree or rock every 200-300 yards. How do blazes help you from getting lost?
 Every time you reach a tree or rock with a blaze painted on it, stop and search for the next blaze. Don't resume the hike until you're spotted the next blaze.
 If you walk for a while without seeing a blaze, you've probably gotten off the trail and should double back to pick it up again.

Part 2 - What to do when lost (page 254)



5. What do the letters **S-T-O-P** stand for?

S = _____

... and do what? _____

T = _____

... and do what? _____

O = _____

... and do what? _____

P = _____

... and do what? _____

Part 3 - When you decide to stay where you are and let searchers find you (page 255)

6. What's the best way to shout or whistle to let people know that you're in trouble?
 - ___ One long yell or whistle blast -- hold it for as long as you can.
 - ___ Use Morse Code "S-O-S": 3 shorts, 3 longs, 3 shorts
 - ___ Three shouts or three whistle blasts is the universal signal for distress.
7. How can starting a campfire help you get found?
 - ___ A smoky campfire in the day and a bright campfire at night will help searchers find you.
 - ___ Actually a small campfire won't be enough, but a small forest fire will definitely get people's attention.
8. Sometimes rangers send a rescue plane to find a lost hiker. What can you do to assist the pilot to find you?
 - ___ Find a clearing, wave your arms, and shout or whistle as loudly as you can.
 - ___ Find a clearing and spread out your gear, such as your poncho, sleeping bag, and especially any bright colored clothing.
9. What to do at night:
 - ___ Try to keep awake all night in case wild animals come by.
 - ___ Make yourself comfortable, and stay warm and dry.
10. What happens when you run out of food and water?
 - ___ Don't panic about food and water. You can go for 3 days without water and 3 weeks without food.
 - ___ If you run out of food and water, it's all over. Therefore it doesn't matter if you panic or not, since nothing can help you now.

Part 4 - REMEMBER THIS TROOP 146 RULE!!!

When Troop 146 is hiking on a blazed trail and we hit a fork in the trail or an intersection, WE ALWAYS DO THIS:

1. Stop walking.
2. Pull out a trail map (or a smart phone with GPS)
3. Pinpoint our location on the map (or GPS)
4. Verify that we're correct, then continue the hike.



These are three different hikes we took in the past where we didn't follow the rules and where we got completely messed up as a result. Learn from those mistakes!