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ACTION ON EMERGENCIES DURING TEN TORS TRAINING

Prevention

Most emergencies can be avoided by prior preparation and planning following the training that you have received, your experience and the guidance in this Booklet.

Setting up an effective remote supervision system is vital. It should enable you to make informed decisions from your knowledge of the condition and approximate location of your team.

Some useful tips that might assist you and/or the emergency services are:

- Teach emergency procedures before going onto the moor.
- Ensure your team know the emergency whistle and torch signal.
- Issue a red “cyalume” (glow-stick, lasts 12hrs) to each Team Leader, so that in case of emergency at night, these can be activated and attached to either rucksack’s or tents, making your team easier to spot from distance by foot teams or helicopter infra-red.
- Most high ground on the moor has mobile phone coverage, so advise your teams to head ‘up’ in order to make a call in an emergency – and ensure better visibility of the searching assets.
- At night use the cyalume. Don’t blind a helicopter pilot by shining a torch directly at the aircraft to attract attention.
- If the team has a tracking device, check whether the emergency button has been activated.
- Consider issuing a GPS during training, suitably secured from use except in emergency, so that your team can inform you of its location.
- If the team mobile phone is a ‘smartphone’ and GPS enabled, tell them to call 999. The Police control room will talk the caller through what is required.

Assessment

Your team is out there on the moor on their own ...the weather is deteriorating fast...you expected them at your check point two hours ago ...there's no sign of them....do you panic?

NO! YOU STAY CALM, and remind yourself first that the risks for a team that has been adequately prepared, kitted and briefed are low.

Before you react, consider

- Is your team experienced? Is it their first time on the moor... or have they walked it several times before accompanied and/or unaccompanied?
- Were the route instructions crystal clear?
- Could they have missed the checkpoint?
- Did you check their route card?
- Have they proved their competence at map reading and, in view of the weather, at compass navigation?
- Do you have faith in the leader?
- Could they have diverted because of an impassable obstacle, e.g. a swollen river?
- What escape route or emergency instruction did you give them? If it was to come off the moor: did you give them a clear instruction to contact you or somebody at home by phone?
- Are they suitably kitted, clothed and rationed?
- Did you tell them to put a tent up and get inside if conditions got too bad?
- If injury or illness has intervened, what did you tell them to do?

Action

If, having thought carefully about these matters, and you have reason to think that the team could be in trouble, your next action will depend on circumstances.

If you have a mobile phone, you can call the Police from where you are. If not and you have to leave the check/rendezvous point, leave either a staff member or some sign in case the team

subsequently arrives.

To summon help call 999 (or 112) and ask for the Police and explain the situation. If needed the Police will alert the Ambulance Service or Air Ambulance.

The Control Room will probably ask you:

- Where are you?
- What are the weather conditions?
- When was the team last seen and by whom?
- Where was the team last seen?
- What route is the team supposed to be taking?
- What did you tell them to do in an emergency?
- What are the names and ages of the team members?
- Any pre-existing medical conditions of team members
- What are they wearing?
- What equipment do they have (eg style and colour of tentage)?

If you have reached this stage, you will undoubtedly be under some stress, and a properly completed Route Card will enable you to have the answers to these questions readily to hand.

The Control Room will despatch a **police officer** to you. **It is imperative you remain where you made the phone call to await his/her arrival.**

On arrival the police officer will require further information such as a copy of the route card and the contact telephone numbers for officials at your

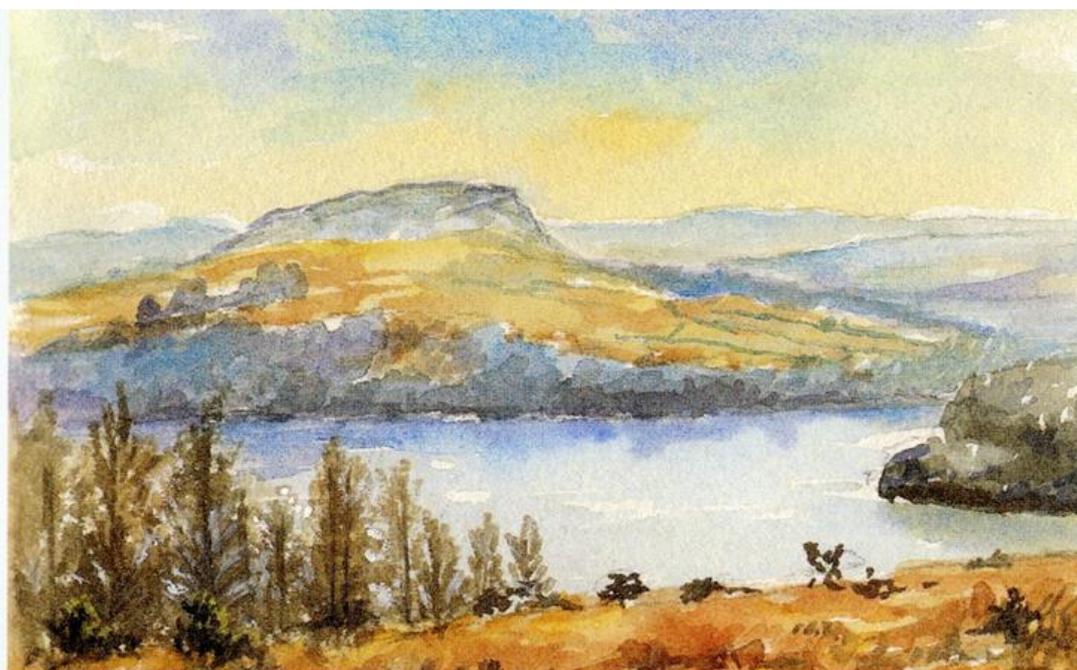
establishment. They may also use SARLOC, which can locate any smart phone, providing the owner grants permission and they have a mobile internet signal. Failing this, the police can request the mobile phone companies to triangulate a phone position, using the regular transmission that everyone is making and the mast locations. Google Emergency Location Service in Android is not used - yet.

An assessment will be made, and if necessary a **helicopter** will be deployed in the first instance to search for the team. This, of course, may not always be possible owing to the weather conditions. Moreover, your team members will probably not be aware that you have reported them as lost or overdue, and they may not readily identify themselves to a helicopter.

If it is deemed necessary, the Police will call out the **Dartmoor Search and Rescue Group** to conduct a search. The volunteers can take up to 90 minutes to mobilise, and in the meantime your team may have come off the moor and be keen to contact you. A sensibly prepared emergency plan will have included directions for the team leader to contact you direct or via a telephone at home.

Remember...If you are worried that your team may have a serious problem, report the fact **immediately even if it is only a warning** while you carry out some further checks. Don't wait till sunset or even some time approaching it: it is extremely difficult to search in the dark.

Moorland Searches are for experts only. Don't waste time trying to do it yourself!



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