

Searching for People in Labyrinths

General

- Optimized for searching people in mazy systems like mines
- Each group minimum 2 persons, better 3-4
- Lables: placed at the begin of a branch

Equipment



100 pieces



50 pieces



50 pieces



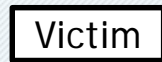
3 pieces waterproof sheets for remarks



5 pen, small



250 ID-cards per person = personalised ,business cards'
(runing numbers)



250 ID-cards „VICTIM“

Yellow Arrow



- Shows ALWAYS in direction of the entrance
 - inside → OUT
 - outside → IN
- Rescuer enters a section: adds his ID card to the yellow arrow
Rescuer leaves the section: takes his ID card again away
- All rescuers have left the section & no person found:
correct lable has to be put there (white or red)

Status Lable Red



- Section is COMPLETELY checked

Status Lable White



- Section is NOT COMPLETELY checked
- important information on info sheet left
 - Shaft: no rope needed / short rope / how much rope
 - Dangerous because: ...
 - ...

Process

- Rescuer goes into the system: gets an ID card set (250 pieces)
- Rescuer get out of the system: informs operation director (,back') hands over his ID card set

The operation head knows always, who is in-/outside the mazy system

Process - Branches

- Entering a new branch
 - Each branch gets a yellow arrow (direction to exit)
 - AND an ID card for EACH rescuer, who enters this part
- Leaving a section:
 - each rescuer picks up his card again
 - The last rescuer leaving the section has to put the according lable:
 - red lable completely checked, nobody found
 - white lable search not yet finished

Process – Person found

- Information to operation director:
 - 1 Rescuer stays with the victim
 - 2 rescuers go out and inform (status victim, ID of the rescuer)
- Rescue Operation starts as usual
 - Rescuers follow the ID card of the rescuer that stayed with the victim

Thanks