

(these are probabilities, not certainties, based on compiled search statistics from North America, Australia, Europe)

- 69% of right-handed persons will turn right (Bold – recent history of these cases in Benton County)
- 70% of left-handed persons will turn left (*Italics*: Mounted Posse could be a valuable resource due to larger search area)
- people without visibility (fog/snowstorm/etc) will circle: (½ hour – 6hours to make a circle)
- most subjects do move at night
- subjects rarely reverse direction

-Note: left/right-handed probabilities do not apply to dementia cases

1. ATV (228 cases)	48% trauma that also disable vehicle, runoff (tracker), common feature is water crossing
2. Autistic (62 cases)	Non-responsive, withdraw from noise, evasive, hide in structures and vehicles, 75% within 2.3 miles of IPP (Initial Planning Point of search)
3. Toddlers (254 cases)	Wander aimlessly, seek small shelter, drawn by animals and water, 75% within .5 miles of IPP
4. Children (1000+ cases: several age groups)	Imaginative play (route doesn't make sense to adults) (tracker), hidden in small spaces, "avoid strangers," drawn to water 75% within a mile of IPP, 24 hrs 98% survival, 48hrs 33% survival
5. Dementia (1051 cases)	Direction of travel predicts final location (more than others), (tracker), determine exit door, search structures, drainages, briars, most only mobile less than 1 hour, non-responsive, 75% within 1 mile IPP, 25% within .2 miles IPP
6. Despondent (962 cases)	Most just seeking to get out of sight, 100 yards from IPP or scenic or significant location. Not lost. Look up (hanging). Not generally in brush/briars. Not responsive. Often in interface of 2 types of terrain. Consider searcher safety.
7. Gatherer (213 cases)	Helpful to know where the object they were gathering grows. May be stranded (mud, snow). Often along creeks, drainages. Poor survivability (generally alone, few clothes/supplies).
8. Hikers (3837 cases)	Oriented to trails – mistakes at decision points, or wrong direction. Generally are lost. May go uphill to gain cell phone coverage. 1/3 travel at night. 75% within 3.6 miles of IPP.
9. Horseback Rider (105 cases)	Longer distance from IPP, generally a fall/trauma. Generally don't have much gear. 75% within 5.0 miles IPP, 95% within 12.2 miles IPP.
10. Hunter (2230 cases)	Travel cross-country – high motivation to self-rescue – generally travel by night – type of game hunted may help. May hide from rescuers (embarrassment). Few provisions. Often overdue rather than lost. 3 whistles or shots. 75% within 3.0 miles. (such as bipolar) Evasive – hide in structures, tend <u>not</u> to be in briars – high survivability. Suspicious of uniforms, no identifiable destinations.
11. Mental Illness (180 cases)	Look in brush, structures, water, drawn to animals. Not traveling to a target. Not responsive. High response but long term low survivability.
12. Mental Retardation (263 cases)	
13. Mountain Biker (343 cases)	Locate vehicle. Left trail (tracker) – ditch or cliff. Few provisions – lost or mechanical issues, trauma. May move to higher ground for cell coverage. 50% within 2.5 miles; 75% within 7.0 miles IPP, 95% within 15.5 miles IPP.
14. Runner (30 cases)	Darkness a factor – (69% run early morning or evening). On vacation, miss turns – minimal equipment. Change in weather/animal attack, injury. Poor survivability (no gear/cell). 75% within 2.0 miles IPP, 95% within 3.6 miles IPP.
15. Substance Abuse (68 cases)	Drunk, want to sleep it off. Drawn to water. Lie down outdoors. Search 25% zone thoroughly. High fatality rate.
16. Vehicle (546 cases)	Typically stranded, not lost. Sometimes trauma. Air resources a powerful tool. Fuel status a determining factor. Incorrect road information common.