

Search Problems

If you look at your search area, either visually (i.e. by actually being there), by looking at a map/photo or by applying local knowledge you will see a number of different features such as fields, roads, paths, buildings, lakes, rivers, ditches, woodland and so on. Each of these features is a specific *search problem* because it will require a change of method to search.

This change of method may be minor, such as reducing or increasing searcher spacing or it may involve a major change of tactics such as those required for building searches etc.

Search problems come in many different forms. Many of these will be immediately apparent some will only become clear as you carry out your search.

In order to effectively search an area you must first break it down into its component *search problems*.

Use the following 4 point plan to tackle any search area:-

1. Define the *search problems* for the given area
2. Decide what resources are needed
3. Decide the search methods to be used
4. Prioritise the *search problems*

<p>What can you see?</p> <p>Woodland Fields Ditches Paths Etc</p>	<p>What resources are necessary to search?</p> <p>Number of searchers Skills / Qualifications Equipment Time Etc</p>
<p>How will you search?</p> <p>Perimeter House to House Building Search Critical Separation Etc</p>	<p>What order will you search in?</p> <p>Starting Point Finish Point Likely Locations Obvious Clues Etc</p>

Once you have completed your search of a particular *search problem* you should perform a brief evaluation and ask yourself:-

- ? What didn't I search & why?
- ? Do I need to re-search any part of the *search problem*?
- ? Did I find any further search problems during the course of my search?
- ? Have I recorded my findings?