At daylight the next morning, two courses of action are open to me. If I am reasonably sure of my location and direction and that I can get back to camp or to my starting point, I put out my fire—down to the last wisp of smoke. Then I move, blazing a trail which even a city slicker could follow. Occasionally I may leave a note, stuck in a split stick or on a limb about head high, where it can be seen for a long way through the woods. Anyone looking for me in that country cannot fail to find my trail.

If I am not certain of my location or directions, you couldn’t budge me with a team of mules. I keep my fire going and, from time to time, put on green boughs or some damp leaves to send up a column of smoke. If I stay in one place, I will be much easier to locate.

The Idaho Department of Game and Fish has recently issued a pamphlet on getting lost. Included in the recommendations on “What To Do Before You Start Out” are the following suggestions:

- Have plenty of dry matches, waxed or in a waterproof box.
- Be sure you have a compass, one that is reliable and that you can trust.
- Carry a map of your locality, even if it is only a sketch map.
- Discuss your plans with other members of your party. Do not change these plans when you are alone.
- Learn how to start a fire. A piece of candle inside your pack is always dry and makes an excellent fire starter.
- Watch where you are going. Do not hunt or wander aimlessly. Have a plan—and stick to it. Be doubly careful in stormy weather.
- Any hunter who is inexperienced should never be out alone.
- Be careful when crossing ridges. The slope on the other side may be in an entirely different watershed.
- Always try to get back to camp well before it gets dark.

But If You Do Get Lost

KENNETH M. COLE, JR.

IF YOU GET LOST, with just a little knowledge you can turn what some people call a hardship into an enjoyable stay away from the woes of modern society. Many a high-pressured businessman would willingly get himself lost in the outdoors for several days if he only knew how enjoyable it can be with a minimum of know-how.

When you get lost all you need to do is to “Lean On Survival Training,” and in this chapter I will attempt to give you some of that training.

I will deal with five major subjects, all of them beginning with the letter “S”.

The first is SAFETY.

Yes, safety. But this is not safety from wild animals or from the enemy if you are in the military. The No. 1 danger in the woods when you are lost is YOU.

Probably 3 out of every 10 people who have enjoyed the outdoors have been lost for at least a few minutes.

When you think you are lost, sit down on a log or a rock or lean against a tree and recite something that you have memo-
Don't run wildly helter-skelter! If you must move, don't follow streams unless you know the stream, and in that case you are not lost. Streams normally flow through swampland before they reach a lake or a river. Though there are more edible plants per square inch in a swamp, there may also be quicksand, poisonous snakes, and other hazards.

If you must walk, walk uphill. At the top of most hills and mountains are trails leading back to civilization. If there are no trails, you are much easier to find above the timberline or on top of a hill, and you may even spot a highway or a railroad from this vantage point.

Nowadays, the first way someone will look for you is by air. In a swamp or in dense growth you are very hard to spot. The second S stands for SIGNALS.

Any time that you go into the woods, somebody should know where you are going, and when you expect to return. Then, when someone comes looking, you should be able to signal to them.

The best way that you can signal in the daytime nowadays is with a good smoky fire. In most of our country either a fire tower or airplane will quickly spot the smoke. A fire warden will come to your rescue. At night, a bright fire will bring help if someone knows you are lost.

In the old days whenever you got lost, you could fire your weapon three times. Today lots of hunters fire a half dozen shots without hitting game. However, if you save your shots until after dark and fire one shot, then wait for a half hour or so and fire another, in less time than it takes to get your third shot off a game warden or the ranger should be there to show you the way out of the woods.
The third S will stand for SHELTER:
In summer or winter when you are lost the elements are your worst enemy. The human body cannot stand long periods of heat or cold and it never can take a great deal of moisture.

So to protect yourself against the elements requires different things in different areas during different times of the year.
You have to protect yourself from the heat of the sun on the plains or the desert. And you must slow down the rate that the sun is evaporating your body moisture. Keep your clothes on and keep your head covered. Try to find shade or try to make shade. Make sure that you have prepared a way of signaling, then stay out of the sun and lie still to conserve your energy and water content. If you must travel, do it during the early morning and in the late afternoon.
In other places or at night, you must protect yourself against the cold. Then a fire becomes one of the simplest forms of shelter. And once you have a fire going you have company. It's much more reassuring to sit with a fire in the woods, especially at night, than it is to stay all alone in the dark. A fire can also serve for a signal, as I have mentioned before.
If you use the fire with a reflector such as a cliff, large rock, or the root cluster of an uprooted tree, you must sit between the fire and the reflector. An overhanging rock is even better. If there are no objects which can be used for a reflector, you need two fires and then you sit or lie between them. Even after the fires go out, the coals will warm you.
In the fall during dry weather you can kick a large pile of leaves together and burrow in to spend the night. Always remember that you need more protection under you than over you.
The fourth S is SUBSISTENCE, or food obtained from the wilds.
You should know the edible plants in your region.
Information about these can be obtained from your local 4-H representative, your State university, or your State department of agriculture.
The fifth S is SOCKS, dry socks.
This is one few people ever guess. If your feet get wet and it is cold weather, you are done for if you don't dry them quickly. In the summer, wet feet may result in chills and fever or worse.

Minnesotans Plant Trees

CLARENCE PROUT

SERVICE clubs, churches, and other organizations in northern Minnesota know that money does grow on trees. They have found that the green of forest planting furnishes the green to assist in financing their organization projects.
This work was done under contracts made with Minnesota's State Division of Forestry, which has responsibility for 54 State forests with close to 3 million acres of State land within their boundaries.
The planting of trees with the primary objective to restore barren areas to green forests has many important side benefits besides the growing of forest products.
The reforestation program has helped to reestablish game habitat, to stop threat-