

# THE BIGGEST GAME OF CLUE® YOU'VE EVER PLAYED

Large Scale Problem Solving Methods  
Used in  
Lost Person Search Management

Don Scelza



# Incidents

- ◆ July 04 – Lost 52 YO female. Subject has history of strokes and brain damage
- ◆ September 04 – Search for two possibly abducted teenage females
- ◆ January 05 – Lost 55 YO female. High/swift water makes searching dangerous
- ◆ January 05 – Lost 6 YO autistic male. Temps at night 10-15F
- ◆ May 05 – Despondent 22 YO male recently returned from serving in the Gulf. Subject wounded by an IED
- ◆ June 05 – Lost 14 YO female. Indications were that this was a homicide search
- ◆ October 07 – 18 YO autistic male lost in the Dolly Sods Wilderness Area



# Who am I ? Why Should You Care?

President - Pennsylvania Search and Rescue Council



Incident Commander – Appalachian Search and Rescue Conference



Instructor – PA Department of Conservation and Natural Resources



Founder – CDS Outdoor School, Inc



VP Engineering Services – FORE Systems



VP Customer Service & Support - Marconi



# Incidents

- ◆ September 11, 2001 – Company response to the World Trade Center and Pentagon attacks
- ◆ October 2004 - Company Web and Engineering installations hacked. Evidence of new product designs as target
- ◆ On-Going – Plan for Service Interruption Events



# Covered in this Talk

- ◆ What are Large Scale Problems?
- ◆ Preplanning
- ◆ Incident Command System
- ◆ Strategy
- ◆ Tactics
- ◆ After Action
- ◆ Preventative Programs



# Large scale problem solving

## The problems:

- Υ Are time Critical
- Υ May involve human life
- Υ May involve property loss
- Υ May be criminal in nature

## The solutions

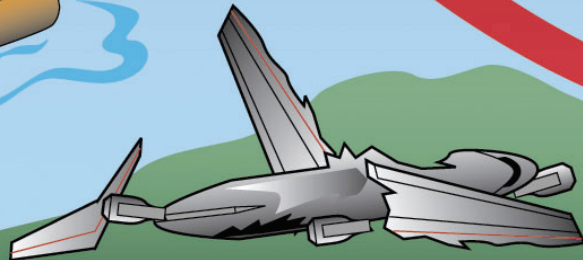
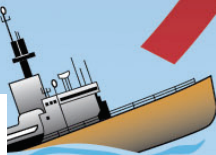
- Υ Involve a large number of people
- Υ Involve a large number of organizations
- Υ May involve law enforcement



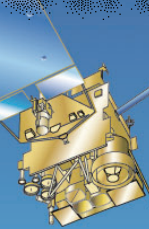
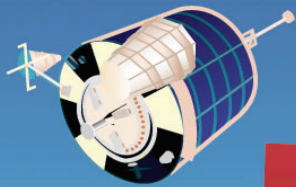
# Before Something Happens

*"In preparing for battle, I have always found that plans are useless, but planning is indispensable."*  
—General Dwight D. Eisenhower

**1**  
DISTRESS CALL  
UTILIZING  
EMERGENCY  
BEACON



**2**  
SEARCH & RESCUE  
SATELLITE



**3**  
LOCAL USER  
TERMINAL



**4**  
MISSION  
CONTROL  
CENTER



**5**  
RESCUE  
COORDINATION  
CENTER



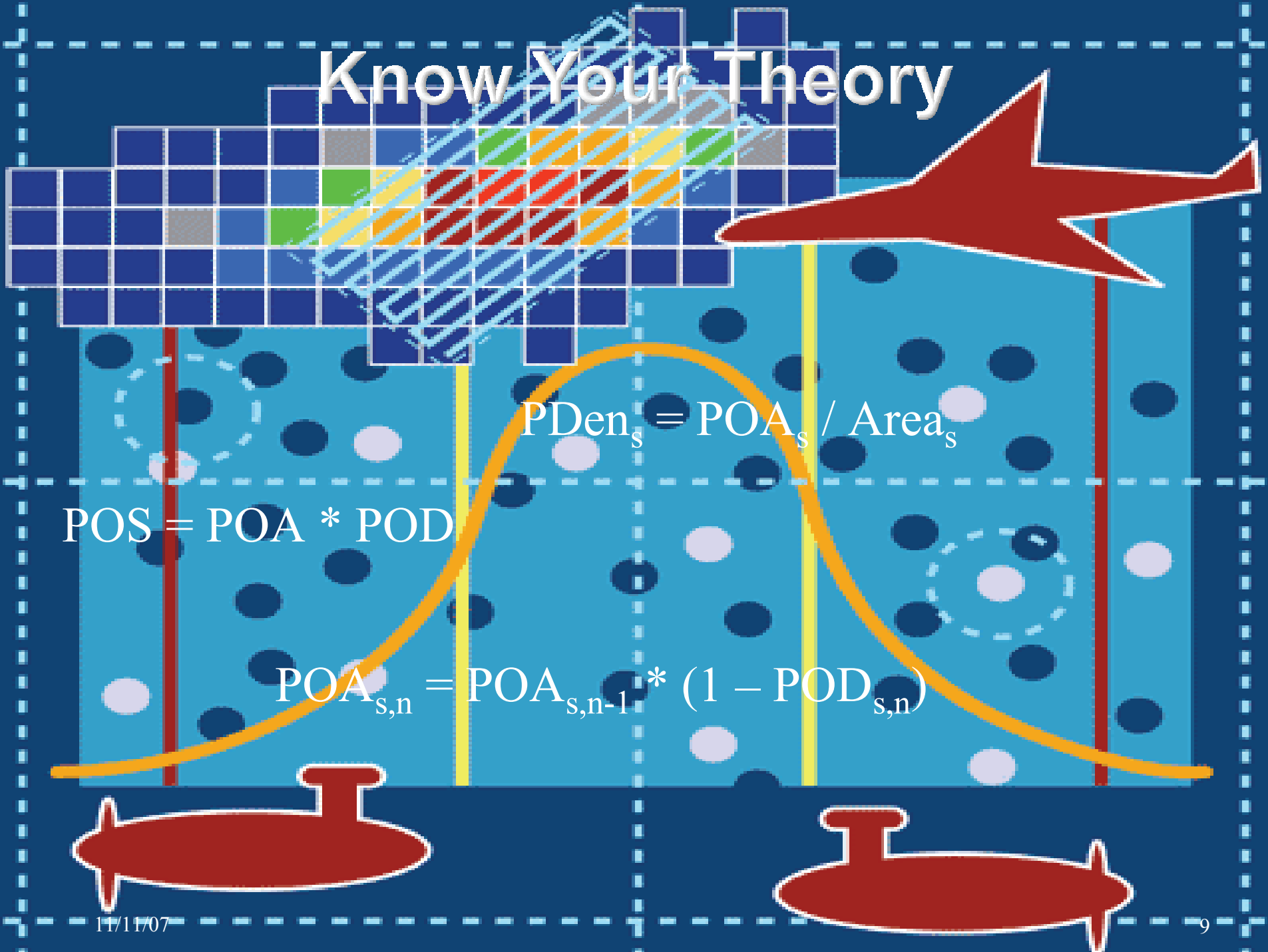
# Know Your History

- ◆ What types of events have taken place in this area?
- ◆ Are there characteristics in common between them?
- ◆ When similar events have taken place, is there a common solution?
- ◆ What happened last time?
- ◆ How did you fix that one?





# Know Your Theory



# The Math Behind the Search

- ◆ It's not about lining people up shoulder to shoulder
- ◆ There is theory and accepted practice
- ◆ Probability of Area – POA  
Probability that the subject is in a specific area
- ◆ Probability of Detection – POD  
Probability that if a subject/clue was in the area the searcher would have found it
- ◆ Probability of Success – POS  
Duh

$$\text{POS} = \text{POA} * \text{POD}$$



# **Analysis Know Your Subject of Lost Person Behavior**

**An Aid to Search Planning**

**By William G. Syrotuck**

**Editorial Assistance By  
Jean Anne Syrotuck**

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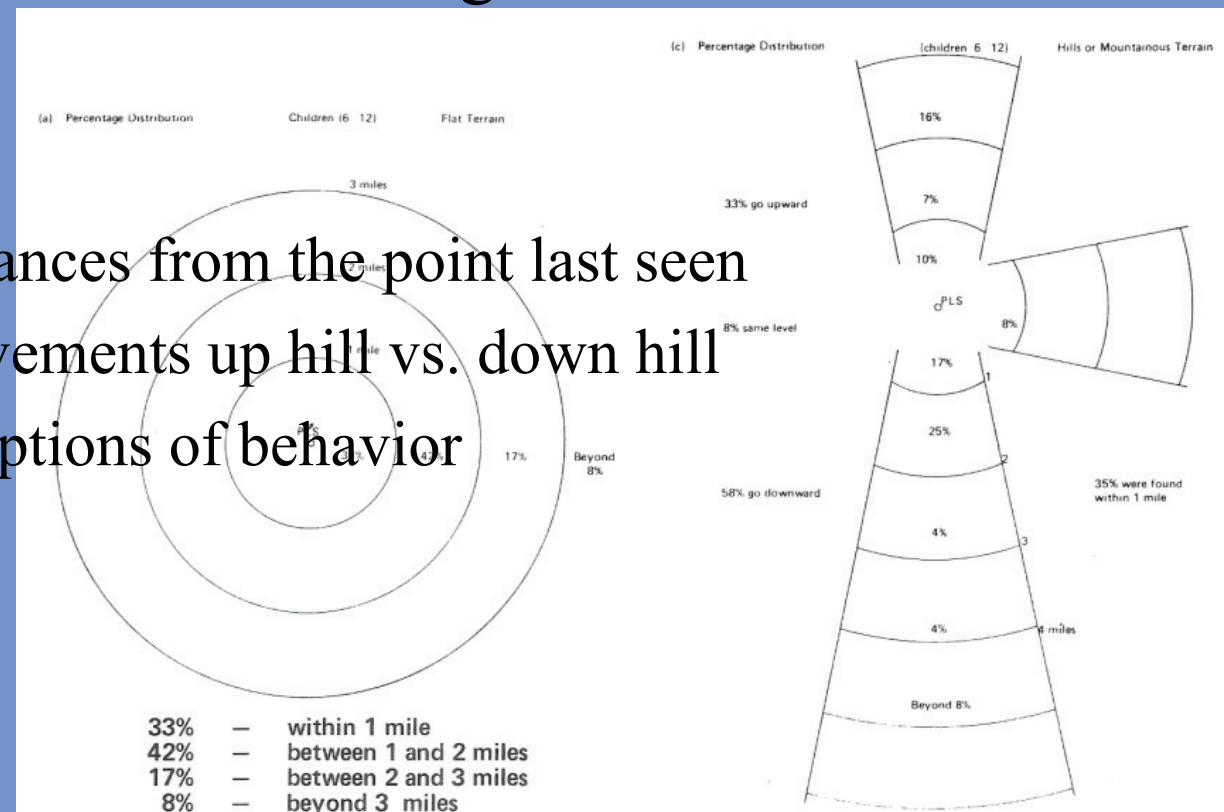


# Lost Person Behavior

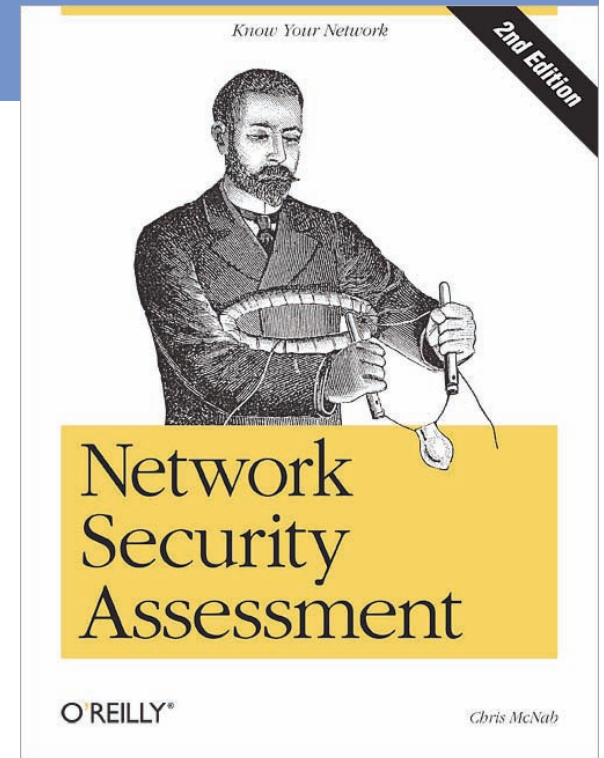
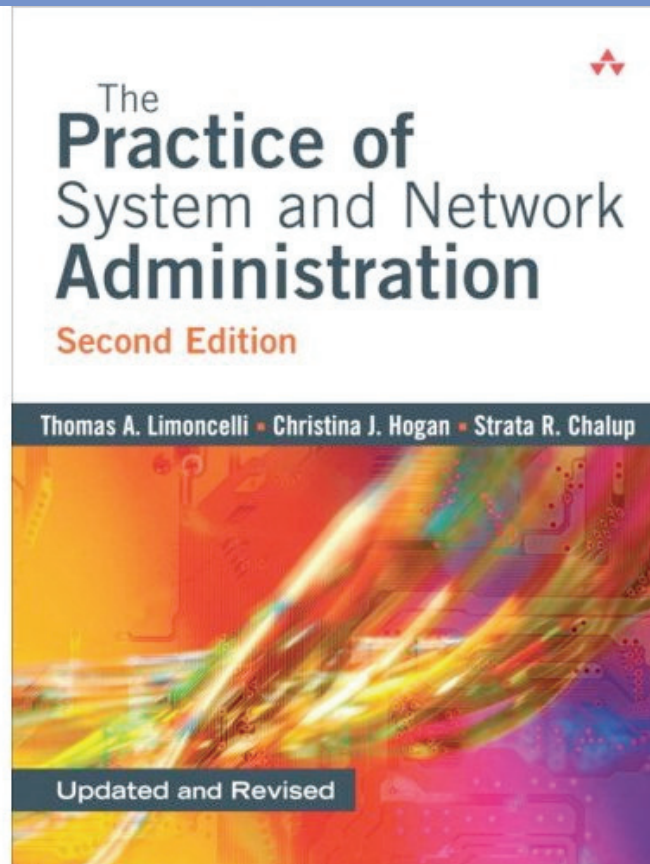
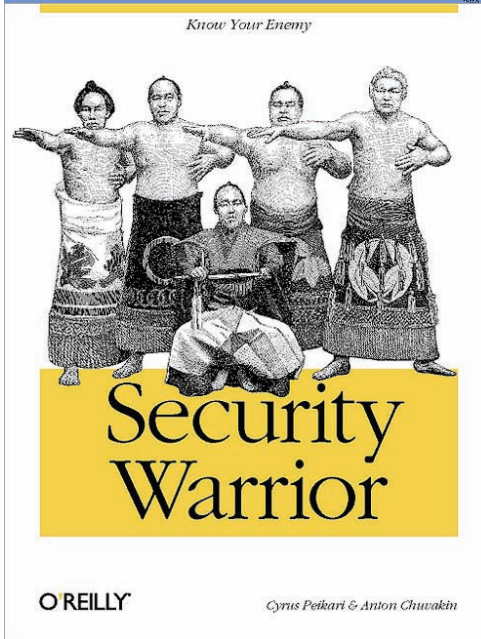
- ◆ A statistical study of what a class of subjects is likely to do when lost
- ◆ Provides help with determining initial values of POA

- ◆ It gives

- Υ Percentile distances from the point last seen
- Υ Percentile movements up hill vs. down hill
- Υ General descriptions of behavior



# Know YOUR Theory



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# What Theory Covers Your Area?

- ◆ Security Policies?
- ◆ Distributed Systems?
- ◆ OS Design
- ◆ Performance Monitoring?
- ◆ Emergent Behavior?
- ◆ User Psychology?



# Know Your Resources



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# Resources

- ◆ Know what certifications your resources have
- ◆ Know how to get them
- ◆ Know their response time
- ◆ Cost





# Ground Searchers



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# Ground Resources

- ◆ Hasty Searchers

- Υ Used early in the search
- Υ High speed
- Υ High efficiency
- Υ Low thoroughness

- ◆ Grid Searchers

- Υ Used later in the search
- Υ Slower
- Υ Less efficient
- Υ High thoroughness

- ◆ Man Trackers

- Υ Used when clues are found
- Υ Highly trained
- Υ Very slow
- Υ Very high thoroughness

- ◆ Investigators

- Υ Used throughout the event
- Υ Highly trained
- Υ Look for clues that can be used to direct the search

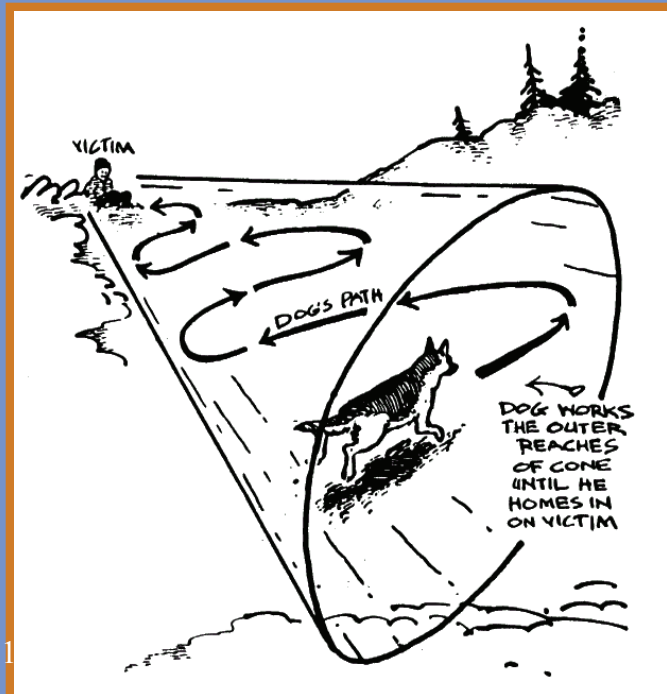
# Dog Searchers



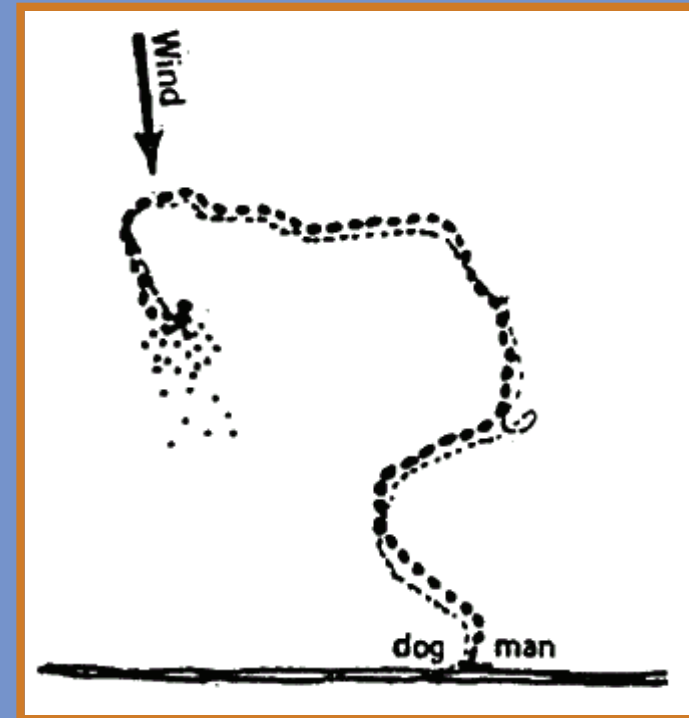
# Dog Resources



- ◆ Air Scent Dogs



- ◆ Track/Trailing Dogs



# Aircraft Searchers



# Aircraft Resources

- ◆ Fixed wing aircraft fly fast so they don't see a lot
- ◆ Rotary wing aircraft can fly slower and hover
- ◆ Some aircraft have special tools
  - Υ FLIR – Forward Looking InfraRed
  - Υ Spectral Analysis
- ◆ You have to be able to land and fuel them





# Other Resources



## Search Manager - Initial Checklist

- Initial Contact report obtained.
- Check with initial interviewer to find reliability of information.
- Assign someone to complete six page LPQ.
- Designate IC for shift 1.
- Determine search urgency.
- Establish PLS or LKP.
- Establish subject behavior for prediction and document.
- Establish subject detectability.
- Establish subject survivability.
- Secure OPS kit.
- Begin deploying initial resources.
- Contact Overhead team and plan for multi-agency mission.
- Establish total search area – Mark on map.
- Establish containment.
- Segment search area and determine POA.
- Delegate Plans, Ops and Logistics.
- Establish and secure command post.
- Sign-In sheets out.
- Fill out Organization Sheet.
- Fill out Medical Plan.
- Fill out Objectives.
- Create Maps: *Master Map, Clue Map, Tasks Completed Map*
- Create Folders: *Tasks to be Done, Tasks In Process, Tasks Completed, Investigation*

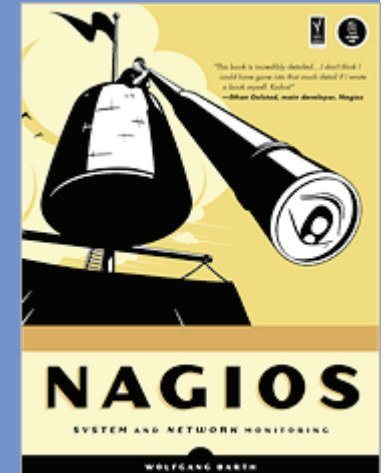
*These items need not be completed in order. They must all be completed.*

IC Signature: \_\_\_\_\_ Date & Time \_\_\_\_\_

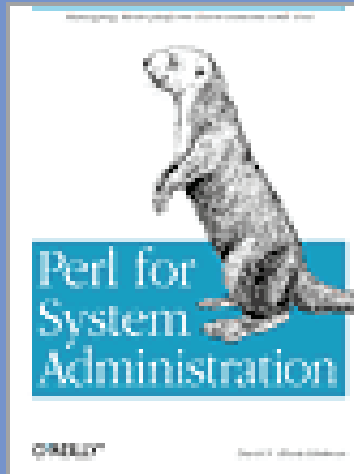
# Know YOUR Resources



## First Responders Guide to Computer Forensics



## Handbook for Computer Security Incident Response Teams (CSIRTs)



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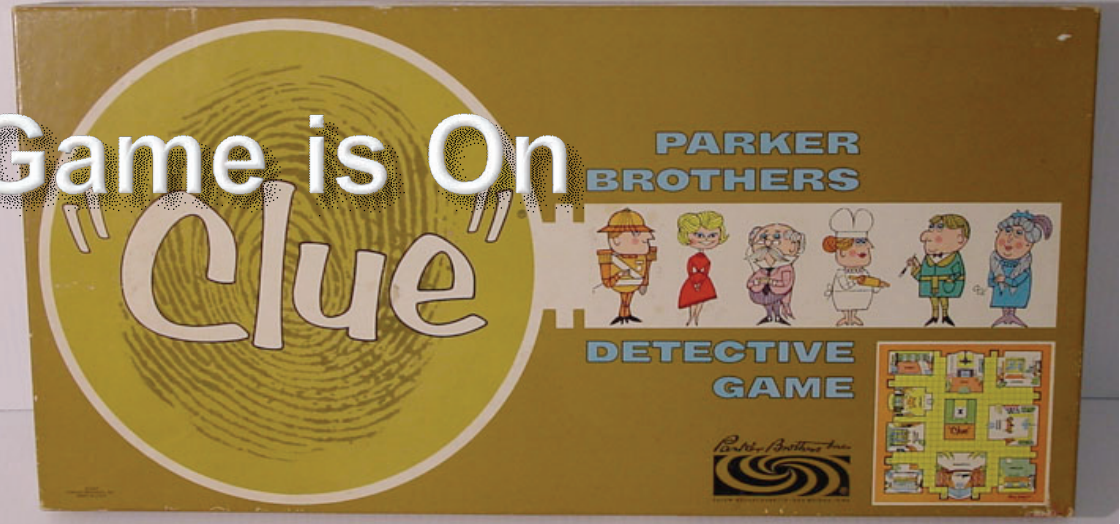
# What are YOUR resources?

- ◆ Computer security experts?
- ◆ OS experts?
- ◆ Networking experts?
- ◆ Equipment Manufacturers?
- ◆ CERT?
- ◆ FBI?





The Game is On



<p><b>PROFESSOR PLUM</b></p> <p><b>PROFESSOR PLUM</b></p>	<p><b>MRS. WHITE</b></p> <p><b>MRS. WHITE</b></p>	<p><b>MR. GREEN</b></p> <p><b>MR. GREEN</b></p>	<p><b>CANDLESTICK</b></p> <p><b>CANDLESTICK</b></p>	<p><b>WRENCH</b></p> <p><b>WRENCH</b></p>	<p><b>ROPE</b></p> <p><b>ROPE</b></p>
<p><b>MRS. PEACOCK</b></p> <p><b>MRS. PEACOCK</b></p>	<p><b>MISS SCARLETT</b></p> <p><b>MISS SCARLETT</b></p>	<p><b>COLONEL MUSTARD</b></p> <p><b>COLONEL MUSTARD</b></p>	<p><b>REVOLVER</b></p> <p><b>REVOLVER</b></p>	<p><b>KNIFE</b></p> <p><b>KNIFE</b></p>	<p><b>LEAD PIPE</b></p> <p><b>LEAD PIPE</b></p>

# Incident Command System

Incident Commander

Liaison

Operations Section

Branches

Divisions & Groups

- Strike Teams
- Task Forces
- Single Resources

Air Operations Branch

- Air Support Group
- Air Tactical Group

Planning Section

Resources Unit

Situation Unit

Demobilization Unit

Documentation Unit

Technical Specialist

Logistics Section

Service Branch

- Communications Unit
- Medical Unit
- Food Unit

Support Branch

- Supply Unit
- Facilities Unit
- Ground Support Unit

Finance/Administration Section

Time Unit

Procurement Unit

Compensation/Claims Unit

Cost Unit

# ICS a.k.a. NIMS



- ◆ The Incident Command System is used to create a management structure
- ◆ The Incident Commander is at the top
- ◆ Common terminology and common positions make it easy for people to slide into positions
- ◆ Staff Positions
  - Υ Safety
  - Υ PIO
  - Υ Liaison
- ◆ Sections
  - Υ Plans
  - Υ Ops
  - Υ Logistics
  - Υ Finance

# Plans – Providing Strategy



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# Plans

- ◆ Plans takes the objectives provided by the Incident Command and turns them into a strategy
- ◆ They are often looking 12 hours ahead
- ◆ They create the Task Assignment Form
- ◆ They take information from task execution and crunch the numbers



Υ Cumulative POD       $POD_n = 1 - (POD_{n-1} * POD_{s,n})$

Υ Shifting POA's       $POA_{s,n} = POA_{s,n-1} * (1 - POD_{s,n})$

- ◆ They follow up on clues!

# A Word about the TAF

- ◆ This form defines each specific field task
- ◆ It is created by Plans
- ◆ Executed by Ops
- ◆ Results are reviewed by Plans

 <b>Task Assignment Form</b> 		Incident Name: <sup>1</sup> Incident Number(s): <sup>2</sup> Operational Period: <sup>3</sup> Date: <sup>4</sup> Other: <sup>5</sup>	
by Plans/Ops once-per-task form			
Plans	Task Description: <sup>6</sup>		Task IDs: <sup>7</sup> Plans Number: <sup>7</sup> P Priority: <sup>8</sup> Map(s): <sup>9</sup> Created by: <sup>10</sup>
			Task Type: <input type="checkbox"/> Hasty search task <input type="checkbox"/> Sweep search task <input type="checkbox"/> Line search task <input type="checkbox"/> Airscout dog task <input type="checkbox"/> Other task type:
Operations	Team Name: <sup>11</sup>	Briefing Checklist (brief all, check when done)	
	Sequential Dispatch Number: <sup>12</sup>	<sup>15</sup> Expected duration: <sup>16</sup> <sup>17</sup> Clues to look for <sup>18</sup> Exp. POD subj/clue: <sup>19</sup> <sup>20</sup> Subject information <sup>21</sup> Teams nearby: <sup>22</sup> <sup>23</sup> Hazards/safety <sup>24</sup> Terrain/weather <sup>25</sup> Press/family plans <sup>26</sup> Rescue/find plans	
	Transport/equipment notes: <sup>14</sup>	Briefed by: <sup>27</sup> Date/time dispatched: <sup>28</sup>	
	List of additional personnel attached? <sup>30</sup>		
	FTL Medic RS RO FTM Name Agency	FTL Medic RS RO FTM Name Agency	
	Communications Additional Instructions <sup>32</sup> Check in every <sup>31</sup> on the Hour Half-hour 15' past 15' til Team Callsign: <sup>33</sup> Primary Freq.: <sup>34</sup> Base Phone: ( ) Base Callsign: <sup>34</sup> Alt. Freq.: <sup>37</sup> Team Phone: ( ) Other Callsign: <sup>35</sup> Emerg. Freq.: <sup>38</sup> Emergency Phone: <sup>41</sup> ( )		
Notes	Task <sup>43</sup> INCOMPLETE		
	URGENT <sup>44</sup> clue/follow-up Task complete <sup>45</sup>		
Version 2.0 Draft G Copyright © 2005 by Pennsylvania Search and Rescue Council. All rights reserved. Local, State and Federal Government, SAR Council member and other volunteer SAR team use and limited reproduction by permission if non-profit, with attribution and without alteration. Page 1 of 2			

Original for TAF file, duplicate for FTL



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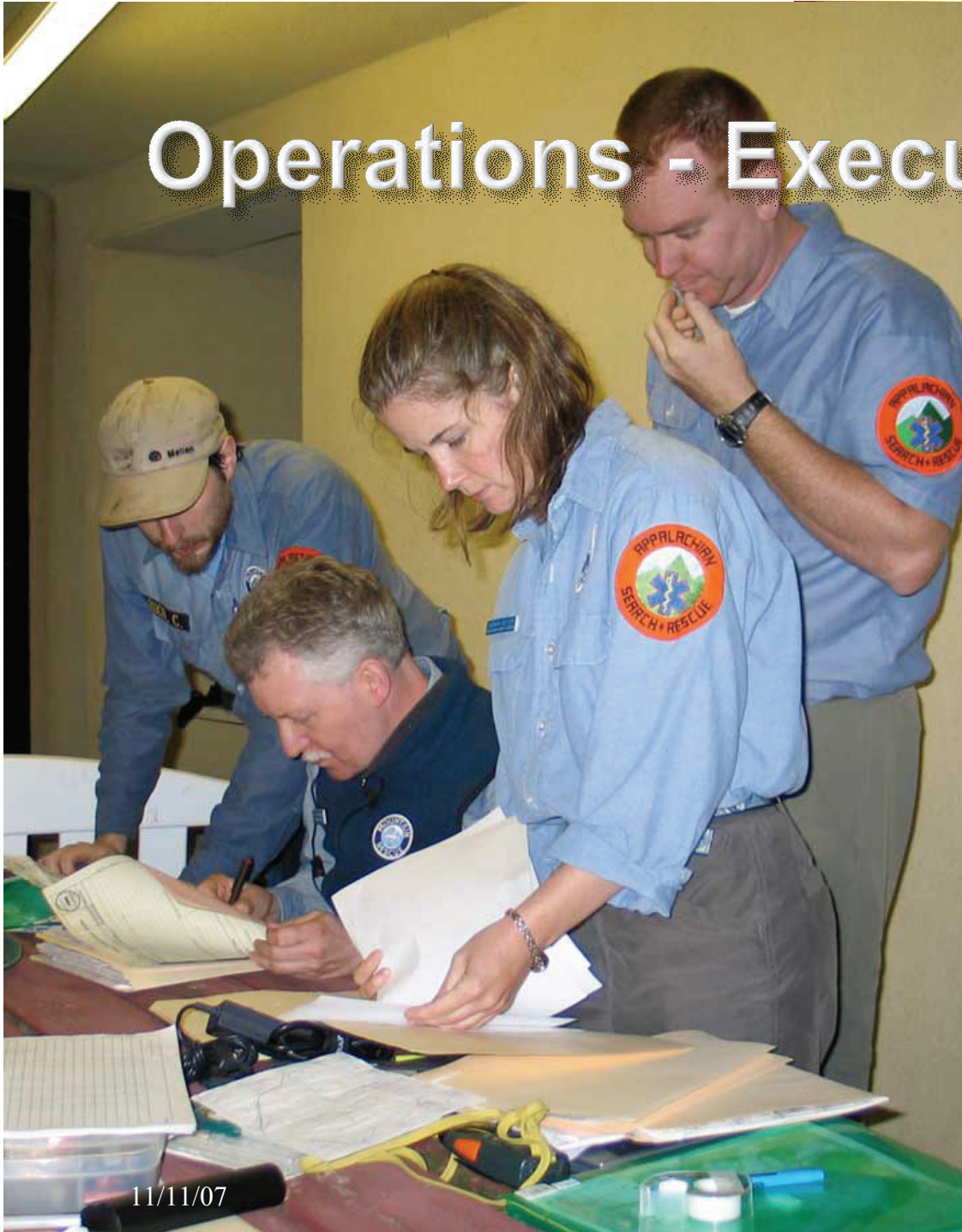
# Briefings

- ◆ Everyone in the operation wants to know what is going on
- ◆ You have to keep them up-to-date about general operations
- ◆ Specific briefings
  - Υ Full team Briefing
  - Υ FTL Briefing
  - Υ FTL Debriefing
  - Υ Press Briefing
  - Υ IS Briefings
  - Υ Change of Staff





# Operations - Executing Tactics



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# Operations

- ◆ Ops takes the strategy provided by Plans and makes it happen
- ◆ They “execute” the TAF
- ◆ They brief the field teams on what needs to be done
- ◆ They debrief the field teams to find out what was done
- ◆ They provide information to Plans about “interesting” events a.k.a Clues

# Oh yeah, About those clues

- ◆ There are usually lots and lots of clues
  - Υ Some are interesting
  - Υ Most are not
- ◆ All clues are logged by Comms
- ◆ If they are significant they are brought to Ops & Plans attention immediately
- ◆ The IC must sign off on all clue actions
- ◆ The occurrence of a significant clue changes the POA of the area where it was found



# Management Resources

- ◆ Know who is good in Plans and who is good in Ops
  - Υ They are different types of people
  - Υ Plans people like to work in methodical, quiet, slow environments
  - Υ Ops people like to be in the middle of the action
- ◆ Know who is good at logistics
  - Υ Locals
  - Υ People who are good at “getting” things
- ◆ Pick your PIO and Liaison Officer carefully



# Using ICS in YOUR Incident

- ◆ Put a command structure in place
- ◆ Standard Terminology – *A Common Language for Computer Security Incidents* – Sandia National Laboratories
- ◆ Response Teams – *Defining Computer Security Incident Response Teams* – CMU
- ◆ Officers
  - Υ Safety
  - Υ PIO
- ◆ Sections
  - Υ Plans
  - Υ Ops
  - Υ Logistics

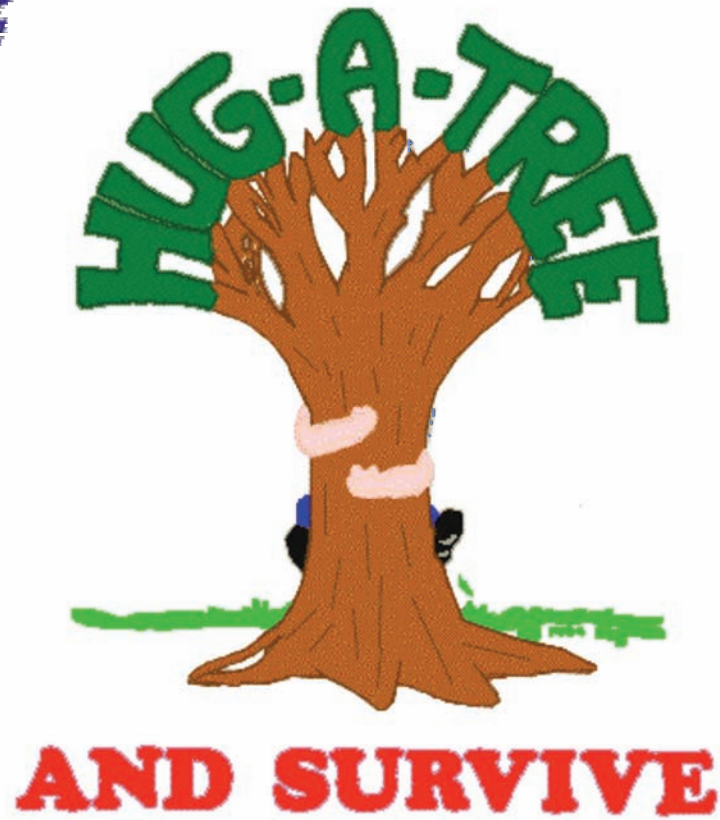


# After Action

- ◆ There should be a review of the actions taken during the event
- ◆ What went well?
- ◆ What went poorly?
- ◆ What should be changed in the preplan?
- ◆ What data needs to get cycled into the history & statistics?
- ◆ Could this have been prevented?



# Preventative Efforts



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# Hug A Tree

- ◆ February 1981, 9 year old Jimmy Beveridge became lost. After four days Jimmy's body was found approximately two miles from the campsite.
- ◆ After this mission Ab Taylor created the Hug-A-Tree and Survive program
- ◆ Aimed at teaching children what to do when they get lost
- ◆ Taught throughout the US and Canada at no cost





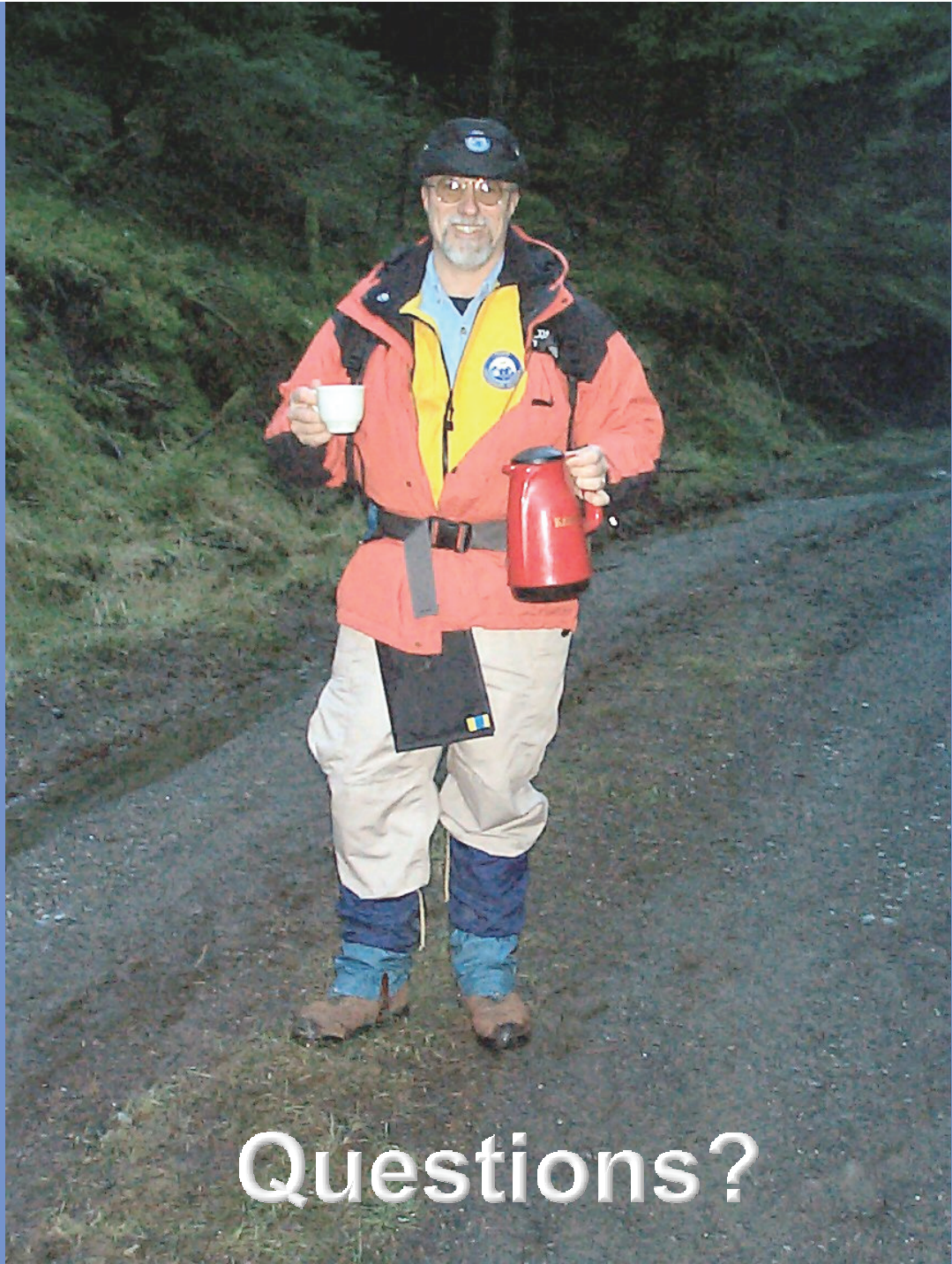
# What are YOUR Preventative Actions?

- ◆ System security tests?
- ◆ Infrastructure tests?
  - Υ Backup power?
  - Υ Fire suppression?
- ◆ Physical Security?
- ◆ HR policies?





# That's Why I Stay in Base



Questions?



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