

# Survival FAQs

## Survival Forum Acronyms

This is in no way a complete list. The SF has also been known to make up acronyms on the fly.

SF - Survival Forum

IMO - In My Opinion

IMHO - In My Humble Opinion

IIRC - If I Recall Correctly

FYI - For Your Information

HTH - Hope This Helps

YMMV - Your Mileage May Vary

IBTL - In Before The Lock. People post this when they think a thread will be locked. A rare occurrence in the Survival Forum

PM or IM - Private Message

SHTF - Sh\*t Hits The Fan

TEOTWAWKI - Total End Of The World As We Know It

BO - Bugging-Out/Bug-Out

BI - Bugging-In/Bug-In

BOB - Bug Out Bag

BOV - Bug Out Vehicle

NBC - Nuclear, Biological, Chemical

BDU - Battle Dress Uniform

CQB - Close Quarters Battle

EMP - Electro-magnetic Pulse. What nukes give off that kills electronics.

MRE Meal Ready to Eat.

MZBs - Mutant Zombie Bikers. These are the guys who are going to be after you in extended SHTF. They might or might not be teamed up with the gangs of escaped convicts.

## Concepts

Rule of Threes:

can't live more than 3 minutes without air

can't go more than 3 hours without shelter

can't go more than 3 days without water

can't go more than 3 weeks without food

can't go more than 3 months without hope

## Backups:

Have a backup of your backup for important items. Meaning, have 3 different sources for one idea.

Examples:

Water purifying - 1)boiling, 2) water filter, 3)water tablets.

Fire - 1)matches 2)Bic lighter 3)fire-steel

Shelter -1)Poncho 2)tent 3)improvised using nature

## **Survival Firearms**

Survival firearms generally fall in four main categories:

Centerfire rifle - for hunting game, and for self defense. Should be in a common, easy to acquire caliber.

Semiautomatic is highly recommended and military-type models are generally more durable, more reliable, and easier to replace parts on. Make sure to stock plenty of ammo, and magazines, as well as replacement parts. Rifle choice is highly debatable, but some good choices include the AR15 series, AK series, M14/M1A, and FN FAL

Shotgun - For shooting birds, and for self defense. Shotguns, especially 12 guage, can shoot an extremely wide variety of ammo, everything from slugs, birdshot, nonlethal ammo, and specialty rounds ("Dragon's breath"). Shotguns are generally very easy for a novice shooter to learn to use effectively, and are designed for close range shooting. Some time-tested designs include Remington 870, Mossberg 500, and Winchester 1300, and many others.

Handgun - For defense. It is recommended to pick a high-quality autoloader, in a readily available caliber. Make sure to train with this weapon as often as possible, and to be completely comfortable with it. Handgun choice is a VERY personal decision, so pick the one you are most comfortable with. There are many high quality, reliable autos to choose from. Night sights, and a good holster are good things to have with the pistol. Some good choices are 1911 style pistols, Springfield XD, SIGs, HK USP, Beretta, Glock along with many others.

.22 rifle or pistol - for taking small game. .22 weapons can be shot all day at very little cost, and ammo is very easy to stock up on. There are many North American game animals that can be taken with the .22, and in a pinch it can also be used for self defense, though it is certainly not the first choice. Novice shooters generally respond positively to the low recoil of .22s. Some good choices are the Ruger 10/22 rifle, Ruger MKII pistol, and Browning Buckmark pistol.

## **Bugging-Out:**

Due to any number of emergencies, you may be forced to leave the area quickly to ensure your safety. This means leaving your place of residence for someplace safer, possibly for a long time. Some or all of your plan may involve "bugging back home" if you already live at a good bug-out location, or work far from home and need to get back before you bug-out.

It is important to have a bug-out destination picked out ahead of time whether it be with friends or family, or to property you own out in the country. Running into the hills to live off the land is terribly difficult and should be avoided if at all possible. Most of the SF members favor survival-homesteading (country- style, self-sufficient living) as the ultimate long-term solution.

## **Bug-Out-Bag(BOB):**

A BOB is a "Swiss army knife" of a pack that will help you through just about any crisis. It contains gear to keep you alive, and in many cases keep you comfortable too. The common theme for the BOB is for traveling/stranded in a crisis, but each person has their own spin on it. Some members here have only a vest or very small pack to help them get home from work or deal with emergencies. Others have large packs tailored to leaving town and traveling long distances. Most carry at least some form of a BOB in their vehicle.

There is a general list later in this FAQ of areas to consider when building your BOB.

## **Bugging-In:**

"Bugging-out" usually gets all the glory, but it is not always the best thing to do. Bugging-out requires travel, which is especially risky in a SHTF situation, and it also requires a BO location, which some people don't have. "Bugging-in" means staying put and doing your best to live safely and self-sufficiently through a crisis. The better your preparations, the better your chances.

Bugging-in might be a wise decision in some of the following situations:

- 1.)The situation is mild and does not require BO. This could be anywhere from a short power outage on up.
- 2.)You are already at a good location.
- 3.)The situation does not allow you to BO immediately. You will have to BI for a while, then BO later.
- 4)You don't have a good location to BO to, but your current location is not the best. Your chances are probably better if you stay put and make the best of it.

### **Basic Equipment Lists**

#### **BOB:**

Some categories your BOB should cover:

- 1.Water (Can't live without it)
- 2.Navigation (Knowing where you are and were)
- 3.Weapon (Defense/Hunt for food)
- 4.Food (You need this for energy)
- 5.Fire (warmth, cooking, water purification)
- 6.Shelter (Protection from elements, including clothing!)
- 7.Medical (Addressing/ protecting minor wounds)
- 8.Signal (To signal/ summon help)
- 9.Communications (AM/FM/SW receiver at least)
- 10.Tools (knife, flashlight, multi-tool, paracord, etc.)

#### **Bug-in:**

Some important areas to consider:

Water (both stores and procurement)  
Food (both stores and procurement)  
Heating and cooking  
Security/Defense  
Communications  
Power generation  
Medical

#### **Vehicle:**

A good starting list for your vehicle:

jumper cables  
tow-strap  
folding shovel  
duct tape

zip-ties  
bailing wire  
spare belt or belts  
tool kit  
flashlight  
jacket  
gloves  
spare vehicle fluids  
fire extinguisher  
road flares  
blanket  
2 cans of Fix-a-Flat

## **Survival Reading**

### **Fiction:**

Patriots: Surviving the Coming Collapse, by James Wesley Rawles

[Cold Camp](#) Written by our own TimJ!

Unintended Consequences, by John Ross

The Frugal Squirrels site has a survival fiction forum on their message board. They have some great stories, with Lights Out being one of the most popular. Check them all out! (you have to register for the site, but it only takes a couple minutes) [www.frugalsquirrels.com/ubb/ultimatebb.php?ubb=forum:f=33](http://www.frugalsquirrels.com/ubb/ultimatebb.php?ubb=forum:f=33)

### **Non-Fiction:**

SAS Survival Handbook, by John Wiseman (both full-size and compact versions)

Air Force Manual 64-4: Search and Rescue Survival training

Ranger Handbook

98.6 Degrees: The Art of Keeping Your Ass Alive!, by Cody Lundin

Backwoods Home Magazine, (also has a website: [www.backwoodshome.com](http://www.backwoodshome.com) )