

Event Travel Card**12**

BLISTERS! You have a nasty blister and can no longer carry your pack. You are not even sure you can walk to your campsite.

Solution Travel Card**1**

An adhesive felt-like material acts like a second skin and can be applied to the feet or other areas of human skin to help prevent rubbing. Always carry this with you, and *always* break in new footwear *before* a trip.

Encourage your crew members to check “hot spots” while you take a break. Change socks frequently, and keep your feet clean and dry.

Event Travel Card**2**

LIGHTNING! A storm is quickly blowing into your area. From your vantage point high on the trail you can see lots of lightning. You estimate you have about five minutes before the storm reaches you.

Solution Travel Card**9**

Before you left on your trip, you researched safety. You remember that lightning is attracted to the highest point and that water and metal conduct the electrical charge. You descend from your high vantage point, away from the storm. If lightning occurs nearby, take off your metal frame pack, stay away from water, and choose a low spot in which to crouch away from the tallest trees. Insulate yourself from the ground by sitting on your pack or sleeping bag and resting your feet on one or the other.

Event Travel Card**15**

PACKWEIGHT! Your pack did not feel heavy when you left, but now you can hardly move. You’re so tired you would just as soon sit right down and not walk another step!

Solution Travel Card**3**

Too bad. Your heavy pack made it impossible for you to hike comfortably, and you didn’t have any fun. You find a campsite for the night, but you never made it to your destination. The weight of your pack should generally be no more than a fourth of your body weight. Pack your backpack *before* you leave and weigh it on a scale. Leave items behind if necessary. Some things, like cook kits, can be shared by several people and the contents divided among several packs.

Event Travel Card**4**

STEEP TRAIL! Your hike is 3 miles long and gains 1,000 feet of elevation for every mile. This is steep. You must reach camp before dark. Everyone is walking *very* slowly because it is so steep.

Solution Travel Card**11**

You believe in planning ahead. You looked at a map and talked to the agency that manages this trail, so you were aware it was steep. Realizing that people hike an average of 2 miles an hour on flat terrain, you figured backpacking at a rate of 1 mile per hour and added one hour for the thousand-foot elevation gain for a total of four hours. You have plenty of time to reach camp before dark.

<p>Event Travel Card 14</p> <p>PRIVATE PROPERTY! Your group is walking along a trail when suddenly in front of you there is a fence with a “No Trespassing” sign.</p>	<p>Solution Travel Card 5</p> <p>Your group leader pulls out a statement signed by the property owner, who has granted the group permission to cross the private land. A review of maps revealed this private property, and a couple of phone calls resulted in the signed statement.</p>
<p>Event Travel Card 6</p> <p>WATER! Your group brought 2 quarts of water per person, but your hike has been very hot and now everyone is low on water. You can’t boil water to drink because there is a fire ban in effect, and you don’t have a stove because you were only going on a hike.</p>	<p>Solution Travel Card 13</p> <p>After another hour of an uncomfortably dry hike, you run across a prepared hiker who pulls out a water filter designed to remove bacteria from open water sources. After taking a break on the rocky shore of a small pond and filtering water, you have enough water to finish the hike. You make a note to remind someone to buy a water filter or water purification tablets before your next outing.</p>
<p>Event Travel Card 10</p> <p>CAMPFIRE BAN! You have no stove, and the area you came to visit has been heavily used and does not permit campfires. It’s dinnertime and everyone in the group is very hungry.</p>	<p>Solution Travel Card 7</p> <p>Because this was only an overnight camping trip, someone suggested bringing prepared food for dinner. As the sun begins to set, everyone gathers together on a rock outcrop near the camp and pulls out a sandwich, a piece of fruit, and a snack for dessert. As darkness falls, the group watches the stars appear and tells stories about the shadows in the night.</p>
<p>Event Travel Card 8</p> <p>CAMPSITE! When you arrive at your destination, you find that both of the campsites recommended to you by friends are being used. It will be dark soon, and there is little time to search for another site. You are tempted to set up camp right where you are on the trail, even though you know that does not follow good Leave No Trace ethics.</p>	<p>Solution Travel Card 16</p> <p>Your group leader hiked to this area two weeks ago in anticipation of your trip and found three perfect campsite options. After following your leader for another 10 minutes you move off-trail to a campsite with big, flat rocks to sit on and a great view of the valley.</p>