

Lessons Learned

- Work skills can be developed through everyday activities.
- How you define the needs or opportunity can radically affect the solution's value.
- Start with the data you have. Remember there is a big difference between data and knowledge.
- Understand the context.
- Decomposition is required in core areas. Helps prioritize needs, improve ROI and lower TCO.
- Past performance is not an indicator of future performance.
 Reaction = Short term solutions; Root Cause = Long term solutions
- To implement long term improvements, focus on the cause not the symptoms.
- How you define the problem/outcome dramatically affects the value of the solution. Target individual symptoms or root cause for any situation.

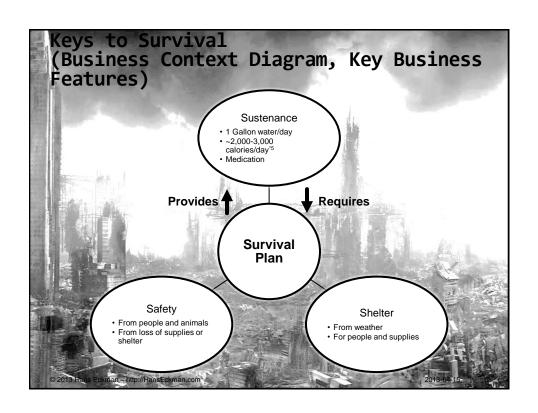
Lessons Learned

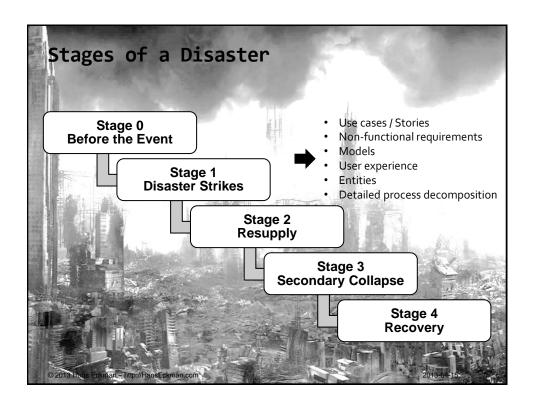
- When in doubt, map with a context diagram.
- Business Process Mapping can be a great structure for eliciting requirements and design.
- Define principal Actors; then refine scope and approach. Limit solution to primary Actors or required Actors.
- 1. Don't forget to consider TIME as an Entity.
 2. A Use Case is either static when executed or flexible to allow decisions.
- Don't stop at defining Inputs. Consider throughput and constraints as well.
- When resources are scarce, hoarding often results. (Resources, funding, inaccurate estimates, missed dependencies, rejected requests)
- After a transformation, you are in the "new normal". Do you stop, look for incremental improvements or start over.
- Analogies can often help work through problems, as long as the analogy does not create false constraints or dependencies.

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Stage 1 - Disaster Strikes

- Bugging In (Stay in Place)
- Local supplies depleted
 - Panic buying
 - Looting
- Temporary gas shortage
- Loss of power and water
- Private supplies dwindle

- Bugging Out (Flee the Area)
- Traffic jams and blocked roads
- Conditions better/worse at destination
- Shortage of hotels
- Limited supplies
- Limited resupply

Stage 2 - Resupply

- Companies are able to restock
- Supplies from relief groups or government
- Communities provide assistance
- Repairs to infrastructure restore services
- Supplies stolen from secondary sources
 - Non-retail businesses, warehouses, and public buildings
 - Residences and vehicles

Stage 3 - Secondary Collapse Hoarding creates artificial scarcity Additional infrastructure failures Disruption of public and private services People become more desperate leading to organized gangs Disease Starvation



Most Common Mistakes

- Survival Mistakes
- Waiting too late to prepare or take action
- Lone wolf: Works for short duration only
- Resupply: Retail or distribution center
- Underestimating consumption
- Loss of communications
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- Project Equivalent
- Start after business impact causes loss
- Cross-team collaboration required
- Surplus resources may be gone later
- Poor forecasting and planning
- Inadequate communication

Don't Fear the Zombies

- Zombies
 - No scientific basis for the animated dead being able to exist or persist
 - Encounter = Death, especially fast zombies
 - Survive 3-6 weeks, plague will burn out
- Stages of Decay*7
 - Rigor mortis after 3-24 hours, hardening of the body
 - After 36-72 hours, muscle tissue relaxes and tissue begins to decompose and liquify
 - Full skeletonization usually in 2 weeks to 2 years

Weapons for Survival

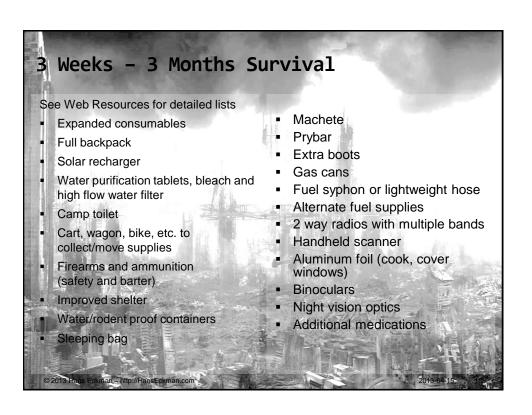
- Machete (not swords)
- Light weight pry bar (defense and entry)
- .22LR rifle with detachable or tube magazine (Ruger 10/22, Henry lever action)
- Pistol: .38 revolver, 9mm/.45 semi-auto, .22LR
- Shotgun: 12 or 20 gauge pump (Mossberg 500)
- Rifle: 30/30 lever, 30/06 or .308 bolt action
- Semi-auto Rifle: AR-15 semi-auto 5.56/.223
- Most common ammunition (resupply):
 - Government: 5.56x45 (.223), 7.62x52 (.308), 9mm
 - Private: .22, 30-30, 30/06, .223, .308, .38, 9mm, .45

Most Common Mistakes

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- Waiting too late to prepare or take action
- Where to Bug Out: The mall, unfamiliar areas
- Lone wolf: Works for short duration only
- Weapons = Safety
- Resupply: Retail stores or distribution center
- Relying on government or relief groups
- Underestimating consumption
- Rural = Food
- Pharmacies/Hospitals for medical supplies (veterinarian offices)
- Loss of communications

Day Survival Pack Backpack **Emergency blankets** Machete MRE or Freeze dried food Bug repellent Prybar Flashlights Folding shovel Compass **Batteries** Мар Saw Hand-crank radio Signal mirror Poncho Multi-tool Sun block Solar charging kit Knives (folding and fixed) Safety whistle Cash 550 paracord Ziploc bags Personal defense Clothes and shoes 150gr Alcohol Medications Anti-diarrhea Water purification tabs or Tarp medication Water bottles Anti-inflammatory Multi-vitamins Moleskin Pain First aid kit Roll of duct tape Decongestant Survival handbook Camp stove Prescription Hygiene necessities Can opener (small) Anti-fungal Fire-starting materials - http://HansEckmar



Web Resources

- ZombieSquad http://zombiehunters.org/
- SurvivaBlog.com
- Food Supply Guidelines for Survival Preparedness

Bug Out Bag and Survival Lists

- http://www.ready.gov/build-a-kit
- http://frugaldad.com/2010/02/10/bug-out-bag-essentials/
- http://www.survivalhour.com/Articles/bug-out-bag-checklist
- http://www.amazon.com/Bug-Out-Bag-Essentials/lm/R3GJVHW6V2NAZV
- http://www.howtosurvivestuff.com/survival-gear/bug-out-bag-checklistessentials-for-your-tactical-supply-and-survival
- http://www.survivalblog.com/newbies.html
- http://www.thesurvivalistblog.net/category/bugging-out-bags-kits/
- http://inchsurvival.com/site/2012/12/bug-out-bag-checklist/
- http://www.bugoutbaglist.com/

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Reference Materials: Non-Fiction

- How to Survive the End of the World as We Know It: Tactics, Techniques, and Technologies for Uncertain Times by James Wesley Rawles
- Survival Wisdom & Know How: Everything You Need to Know to Thrive in the Wilderness by The Editors of Stackpole Books
- When There Is No Doctor: Preventive and Emergency Healthcare in Challenging Times by Gerard S. Doyle (Author)
- Medicine for the Outdoors: The Essential Guide to First Aid and Medical Emergency, 5th Edition by Paul S. Auerbac
- How to Shit in the Woods, 3rd Edition: An Environmentally Sound Approach to a Lost Art by Kathleen Meyer
- The Hot Zone: A Terrifying True Story by Richard Preston
- Parasite Rex: Inside the Bizarre World of Nature's Most Dangerous Creatures by Zimmer, Carl

Reference Materials: Fiction **Books** World War Z: An Oral History of the Zombie War by Max Brooks The Zombie Survival Guide: Complete Protection from the Living Dead by Max Brooks One Second After by William R. Forstchen Rot & Ruin by Jonathan Maberry Patient Zero: A Joe Ledger Novel by Jonathan Maberry Apocalypse Z: The Beginning of the End by Manel Loureiro 77 Days in September by Ray Gorham The Moon Is a Harsh Mistress by Robert A. Heinlein Atlas Shrugged by Ayn Rand Movies I Am Legend 28 Days Later Day of the Dead World War Z

