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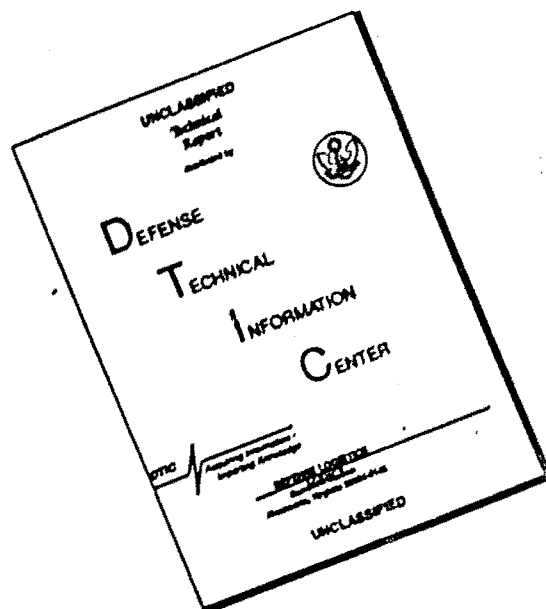
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A QUANTITATIVE ANALYSIS OF HANDGUN USE DURING THE EVASION AND SURVIVAL
ATTEMPTS OF ARMY AIR FORCE AIRCREW MEMBERS DURING WORLD WAR II -
DATA

A thesis presented to the Faculty of the U.S. Army
Command and General Staff College in partial
fulfillment of the requirements for the
degree

MASTER OF MILITARY ART AND SCIENCE

by

JOSEPH R. BREAM, MAJOR, USAF
A.B., GROVE CITY COLLEGE, 1965
M.A., STATE UNIVERSITY OF NEW YORK, 1975

Fort Leavenworth, Kansas
1979

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A Quantitative Analysis of Handgun Use During the Evasion and
Survival Attempts of Army Air Force Aircrew Members During World War II -
Data

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Final report 8 June 1979

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A Master of Military Art and Science thesis presented to the faculty
of the U.S. Army Command and General Staff College, Fort Leavenworth,
Kansas 66027

MASTER OF MILITARY ART AND SCIENCE
THESIS APPROVAL PAGE

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Title of Thesis A Quantitative Analysis of Handgun
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Accepted this 8th day of June 1979 by Philip J. Brookes
Director, Graduate Degree Programs.

The opinions and conclusions expressed herein are those of the student author and do not necessarily represent the views of the U.S. Army Command and General Staff College or any other government agency. (References to this study should include the foregoing statement.)

ABSTRACT

This study contains the data used to establish the desirable characteristics of handguns for use during evasion and survival attempts of aircrew members downed in hostile territory. The research design and procedures are also presented.

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RESEARCH DESIGN AND PROCEDURES

THE DATA AND ITS SOURCE

The sources of the data required for this data base were World War II evasion narratives of U.S. Army Air Force aircrew members compiled between 7 December 1941 and 30 August 1945. This historical data was retrieved from microfilmed records stored at the Albert F. Simpson Historical Research Center at Maxwell Air Force Base, Alabama.

The author concentrated primarily on reports of aircrew members who evaded successfully rather than on reports from crew members who were captured. However, Prisoner of War (POWs) debriefs were included where an attempt at evasion had been made. Thus, the debriefs of aircrew members who after bailout or crash landing were immediately surrounded by enemy soldiers or hostile civilians and taken captive, or who were so severely injured that they were unable to move, let alone evade, were discarded.

RESEARCH METHODS

Each debrief was analyzed for pertinent data. An entry was then made on the Data Worksheet (See

Appendix A) reflecting that data. The following details were established: the evadee's age; officer or enlisted status; if he became a POW; and, the number of evadees in the evasion group. In the case of group evasions, one Data Worksheet was completed for each evadee when the report was specified as a joint debriefing. When the report was from a single evadee who evaded as part of a group, only one Data Worksheet was completed. The theater of operation in which the evasion occurred; and whether the evasion took place in the enemy's homeland, in lands they occupied or in those areas which were still being contested was then established. The author also established if the evadee bailed out of, ditched or crashlanded his aircraft, and whether he was injured in the process. Entries were made if the evadee had a survival/evasion handgun and/or a survival kit and whether or not he had received any survival training.

It is important to know if an evadee had his survival kit for it could have been a source of food and medical items. Without a kit, the evadee would be forced to acquire food and medical items from

civilian sources or by foraging. While the content of survival kits varied greatly depending on the type aircraft, the climate, and theater of operation, most contained the following equipment: first aid items; signaling equipment such as flares and mirrors; a compass and maps; fish line and hooks; and, rations (1 to 3 days supply) and water bag. (7:19-20)

The survival and evasion training provided aircrew members during World War II was fragmented. Each command gave their aircrew members some training which ranged from brief orientation to extensive programs. The majority of training was in the form of films and lectures on Escape and Evasion, Jungle Survival, Water Survival, and Resisting Interrogation. (13:24) There were some formal survival schools, managed by the Army Air Force, however, an insignificant number of aircrew members attended these schools. (12:1)

DAY-TO-ACTIVITIES

Once the above data was established, the author identified the daily activities of each evadee. For the purpose of this study, the aircrew member was considered to have begun his evasion on the day he abandoned his aircraft, regardless of the actual time,

and to have completed his evasion on the day he was either: accepted by an evasion assistance group, returned to friendly control, interned in a neutral country, or became a Prisoner of War.

The first daily activities the author established were those involved with the acquisition of food, water, medical aid, and clothing. Attempts to acquire those items from such sources as stealing from farmer's fields/homes or using items from the survival kit or foraging for food were kept separate from attempts to coerce assistance from civilians at the point of a gun, and instances where a civilian rendered the assistance without any coercion.

The assumed purpose of a survival weapon was self-defense. The opportunity to use a weapon for self-defense was considered to have occurred whenever an evadee or group of evadees were sighted by enemy soldiers or hostile civilians, whether or not they made an attempt to capture the evadee(s).

Fear of the unknown, of being wounded, captured, or killed can cause some irrational or unusual behavior during evasion or survival attempts. The possession of a survival/evasion handgun might offer an evadee an increased sense of security during these high stress

situations. (1:110-116) The author therefore recognized the need for a weapon any time an evadee indicated a high anxiety level or fear that detection by hostile personnel was imminent.

Finally, all attempts to use a survival/evasion handgun to kill small game for food, as a signaling device, or to mark a position were recorded.

TECHNIQUES FOR ANALYZING THE DATA

Once the above data was gathered, the Evadee Data Worksheets were machine read. The data was organized and summarized by special computer programs developed for this study. (See Appendix B for a description and a copy of these programs.) The computer programs were also used to crosstabulate one sub-population with another and to extract daily activities of any one sample for ease in identifying those factors bearing on survival/evasion handgun use. Percentages, averages, and events-per-man-day-of evasion were used in making comparisons of subpopulations.

Events-per-man-day of evasion was computed by dividing the total number of cases for any one event by the total man-days of evasion for that population. For example, assume that five lone aircrew members evaded in the Middle Eastern Theater of Operations. All five evaded for the first two days before three of

them returned to friendly control. The remaining two evaded for one more day before they too returned to friendly control. These five evadees therefore evaded for a total of twelve man-days (five evadees on day one, plus five evadees on day two, and two evadees on day three). Further, assume that these evadees received food from civilians on five different occasions. The events per man-day of evasion would then be .4167 (five cases divided by twelve man-days of evasion).

APPENDIX A

QUESTIONS AND DATA WORKSHEETS

The data extracted from the evaders debriefs, based on the following questions, was entered on the IBM H 45352 machine readable answer sheet for ease of input to the computer programs. An explanation of the answer sheet and coded entries follows:

Item

A: - The last two digits of the microfilm roll on which the report in question can be found.

B: The film frame on which the report in question starts.

C: The age of the evadee.

D: Number of people, including the evadee, in the evasion group.

E: Was the evadee an officer or an enlisted man?

A = Officer

B = Enlisted

F: Did the evadee become a POW?

A = No

B = Yes

G: The theater of operation (See map on page 60)
in which the evasion occurred.

A = European

B = Mediterranean

C = Pacific Ocean Area

D = Mid East

E = China, India, Burma, and SEA

F = Others

H: Within which territory did the evasion take place?

A = Enemy territory

B = Territory occupied by enemy forces

C = Combat Territory

I: Was the evadee injured?

A = No

B = On the head

C = In the leg/foot

D = In the arm

E = On the body

F = Multiple injuries

J: Did the evadee bail out of his aircraft or did he ditch/crashland with it?

A = Bailed out

B = Ditched/crashland

K: Did the evadee have a survival kit?

A = Yes

B = No

C = The evadee abandoned his kit.

D = Unknown

E = Lost

L: Did the evadee have a handgun?

A = Yes

B = No

C = He disposed of it

D = Acquired one

E = Unknown

F = Lost

M: Did the evadee receive any survival training?

A = Yes

B = No

C = Unknown

N: A mark in this column denotes a new day of evasion.

O: Entries reflect all attempts to acquire:

1 = Food/water

2 = Medical aid

3 = Clothing

from sources other than direct contact with civilians and without the use of a survival weapon. Sources include items stolen from former fields/home or use of survival equipment carried by aircrews, etc.

P: Entries reflect all attempts to force assistance from civilians for:

1 = Food/water

2 = Medical aid

3 = Clothing

Q: Entries reflect all assistance given on evadee as a result of direct contacts with civilians to include:

1 = Food/water

2 = Medical aid

3 = Clothing

R: Entries reflect all opportunities to use a weapon in self defense (i.e. sighted by enemy soldiers).

S: Entries reflect occasions when the evadee experienced an increased threat to his freedom and might receive psychological benefit from the possession of a weapon (i.e. feat that detection by the enemy was imminent).

T: Entries reflect all attempts to use a weapon to kill small game.

U: Entries reflect all attempts to use a survival weapon as a signaling device or to mark a position.

V: Entries reflect a day in which some or all his physical necessities were provided for the evadee by other than an evasion assistance group.

Referring to the sample answer sheet one can see that the evasion report in question can be found on microfilm 14 (Item A) starting on frame number 0028 (B). The evadee was 25 years old (C) and was alone during his evasion (D). He was an officer (E) and an evadee (F) in the Mediterranean Theater of Operations (G) while in enemy occupied territory (H). The evadee was injured in the leg or foot (I), bailed out of his aircraft (J), no references were made to his survival kit (K), he had

a weapon (L), and no reference was made to any survival training he may have received (M).

On the first day of evasion (N), the evadee received food on three different occasions as a result of contacts with civilians (Q-1), and he received a change of clothing on one of those occasions (Q-3). He had one opportunity where he could have used the survival weapon in self defense (R), and had two occasions when he experienced an increased threat to his freedom and would have received psychological benefit from the possession of a survival weapon (S). Further, some of the evadee's needs were provided for by other than an evasion assistance group (V). On his second day of evasion (N line 4), he received all his food (Q-1) from civilians and had one occasion when he experienced an increased threat to his freedom and would have received psychological benefit from the possession of a survival weapon (S).

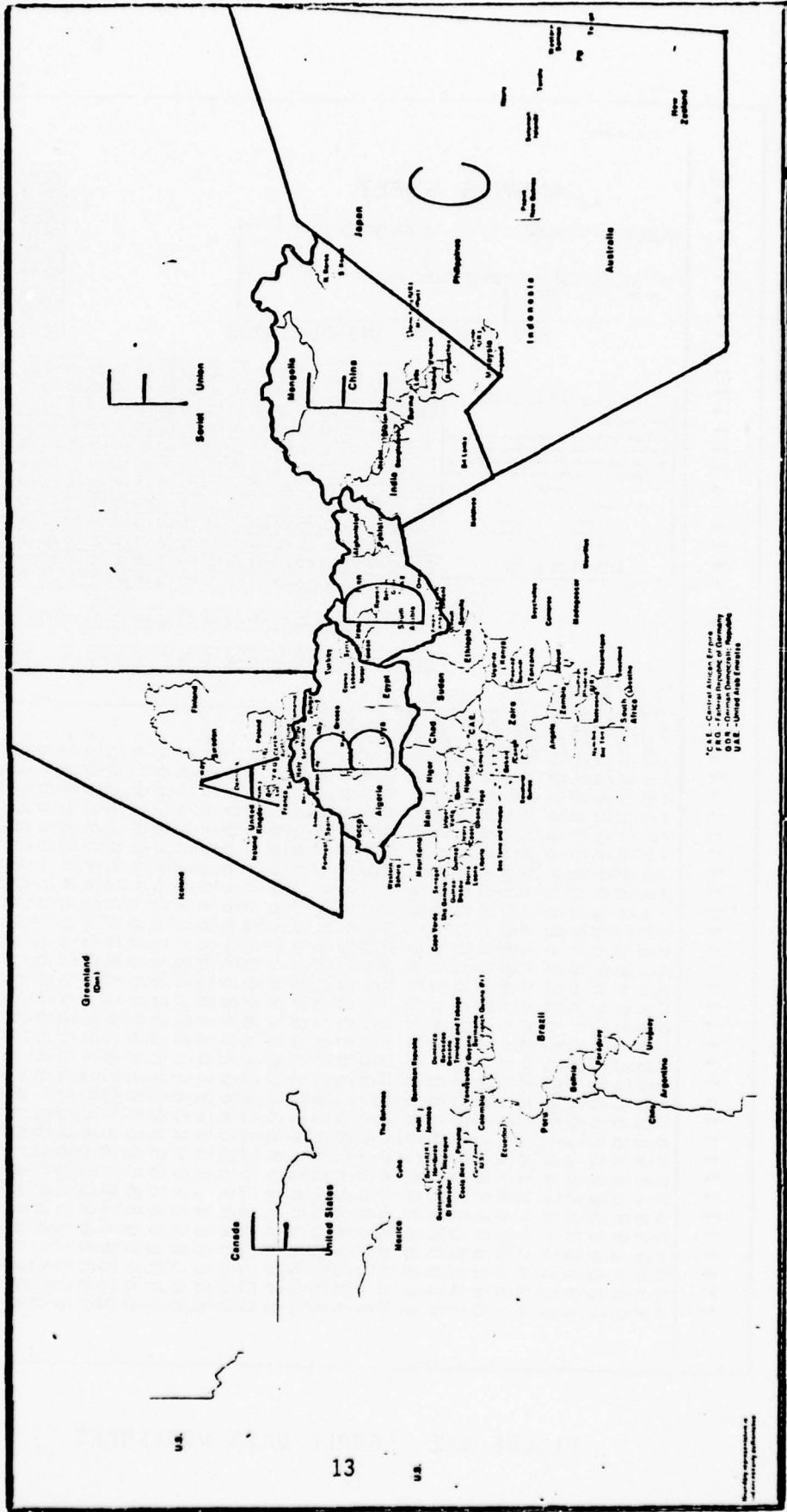


FIGURE B-1 THEATER OF OPERATIONS

ANSWER SHEET

SCHOOL OR ORGANIZATION			NAME OF TEST		
DATE OF TEST		GRADE AND SECTION			
MONTH	DAY	YEAR			

SEE MARKING INSTRUCTIONS

A
B
C
D

MARKING INSTRUCTIONS

DIRECTIONS:
Read each question and its numbered answers. When you have decided which answer is correct, blacken the corresponding space on this sheet with a No. 2 pencil. Make no stray marks; they may count against you.

SAMPLE

1. A B C D

E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V

← MAKE NO MARKS BEYOND THIS LINE

N	O			P			Q			R	S	T	U	V
	1	2	3	1	2	3	1	2	3					
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28	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
29	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

FIGURE B-2 SAMPLE DATA WORKSHEET

APPENDIX B

COMPUTER PROGRAMS

PROGRAM ONE

The first computer program was developed by Thomas L. Barger of the Systems Division, Directorate of Automation, U.S. Army Command and General Staff College. This program summarized and reformatted the data extracted from the IBM machine readable answer sheets. An example of the summarized and reformatted data follows:

140028251AABBCADAC 100000030112001100000010001000

Using the codes and narrative example in Appendix A as an aid, an identification of the data can be made.

CODES	A	B	C	D	E	F	G	H	I	J	K	L	M
DATA	14/0028/28/1/A/A/B/B/C/A/D/A/C												
		O		P		Q							
CODES	N/1	2	3/1	2	3/1	2	3/R/S/T/U/V/						
DATE FOR													
DAY ONE	1/0/0/0/0/0/0/3/0/1/1/2/0/0/1/												
DATE FOR													
DAY TWO	./0/0/0/0/0/0/1/0/0/0/1/0/0/1												

This data then becomes the data file for Computer Program Two.

```

00001 IDENTIFICATION DIVISION.
00002 PROGRAM-ID.
00003 EVADEES.
00004 AUTHOR.
00005 THOMAS L BARGER.
00006 DATE-WRITTEN.
00007 10 JANUARY 1979.
00008 REMARKS.
00009 THIS PROGRAM IS WRITTEN FOR MAJ JOSEPH
00010 BREAH, US AIR FORCE SECTION, CGSC. IT CONVERTS
00011 DATA TAKEN FROM MARK SENSE FORMS FOR USE BY
00012 SPSS. THE DATA CONCERNS ESCAPE AND EVASION OF
00013 ALLIED PILOTS DURING WORLD WAR II.
00014
00015 ENVIRONMENT DIVISION.
00016 INPUT-OUTPUT SECTION.
00017 FILE-CONTROL.
00018 SELECT INFILE ASSIGN TO EEDATA.
00019 SELECT OUTFILE ASSIGN TO SPSSIN-FZ.
00020
00021 DATA DIVISION.
00022 FILE SECTION.
00023 FD INFILE
00024 LABEL RECORDS ARE OMITTED.
00025 01 IN-RECORD.
00026 05 IN-ID-DATA-1 PIC 9(9).
00027 05 IN-ID-DATA-2 PIC X(14).
00028 05 IN-REMAINING-DATA.
00029 10 IN-GROUP-NUM OCCURS 180 TIMES.
00030 15 IN-DAY-NUMBER PIC 9.
00031 15 IN-REST-OF-GROUP PIC 9(4).
00032
00033 FD OUTFILE
00034 LABEL RECORDS ARE OMITTED.
00035 01 OUT-RECORD PIC X(1823).
00036
00037 WORKING-STORAGE SECTION.
00038 77 NUM-CASES PIC 999 VALUE ZERO.
00039 77 MAX-NUM-DAYS PIC 999 VALUE ZERO.
00040 77 MIN-NUM-DAYS PIC 999 VALUE 999.
00041 77 DAY-NUM PIC 999.
00042 77 SUB1 PIC 999.
00043 77 SUB2 PIC 999.
00044 77 SUB3 PIC 999.
00045 77 FIRST-RECORD PIC X VALUE 'MM'.
00046 01 CONCAT-REC.
00047 05 CONCAT-PART-1 PIC 9(5).
00048 05 CONCAT-PART-2 PIC 9(5).
00049 05 CONCAT-PART-3 PIC 9(5).
00050 01 FINAL-REC.
00051 05 FINAL-ID-DATA-1 PIC 9(9).
00052 05 FINAL-ID-DATA-2 PIC X(14).
00053 05 FINAL-REC-TABLE.
00054 10 FINAL-DAILY-ACTIVITY OCCURS 120 TIMES PIC X(15).
00055 05 GROUP-REC.
00056 05 GROUP-DATA OCCURS 180 TIMES PIC 9(5).

```

```

00057 PROCEDURE DIVISION.
00058 1000-HOUSEKEEPING.
00059 OPEN INPUT INFILE.
00060 PERFORM 2000-READ THRU 3000-EXIT.
00061 DISPLAY NUM-CASES " CASES PROCESSED *****".
00062 DISPLAY MIN-NUM-DAYS " TO " MAX-NUM-DAYS " DAYS *****".
00063 CLOSE INFILE OUTFILE.
00064 STOP RUN.
00065
00066
00067
00068
00069
00070
00071
00072
00073
00074
00075
00076
00077
00078
00079
00080
00081
00082
00083
00084
00085
00086
00087
00088
00089
00090
00091
00092
00093
00094
00095
00096
00097
00098
00099
00100
00101
00102
00103
00104
00105
00106
00107
00108
00109
00110
00111
00112
00113

2000-READ.
READ INFILE
AT END
PERFORM 2800-WRITE
GO TO 3000-EXIT.
MOVE ZERO TO SUB1.
IF FIRST-RECORD IS = "Y"
MOVE "N" TO FIRST-RECORD
GO TO 2050-INITIAL.
IF IN-ID-DATA-1 IS NOT = ZEROES
PERFORM 2200-CHECK THRU 2800-WRITE.

2050-INITIAL.
IF IN-ID-DATA-1 IS NOT = ZEROES
MOVE SPACES TO FINAL-REC-TABLE
MOVE IN-ID-DATA-1 TO FINAL-ID-DATA-1
MOVE IN-ID-DATA-2 TO FINAL-ID-DATA-2
MOVE ZERO TO DAY-NUM.
MOVE IN-REMAINING-DATA TO GROUP-REC.

2100-NEXT-BLOCK.
ADD 1 TO SUB1.
IF SUB1 IS > 120
GO TO 2000-READ.
IF SUB1 IS = 31
MOVE 91 TO SUB1.
IF IN-DAY-NUMBER (SUB1) IS = 1
PERFORM 2200-CHECK.
COMPUTE SUR2 = SUB1 + 30.
COMPUTE SUR3 = SUB1 + 60.
ADD GROUP-DATA (SUB1) TO CONCAT-PART-1.
ADD GROUP-DATA (SUB2) TO CONCAT-PART-2.
ADD GROUP-DATA (SUB3) TO CONCAT-PART-3.
GO TO 2100-NEXT-BLOCK.

2200-CHECK.
IF SUB1 IS NOT = 1 OR IN-ID-DATA-1 IS = ZEROES
ADD 1 TO DAY-NUM
MOVE CONCAT-REC TO FINAL-DAILY-ACTIVITY (DAY-NUM).
MOVE ZEROES TO CONCAT-REC.

2800-WRITE.
WRITE OUT-RECORD FROM FINAL-REC.
IF DAY-NUM IS > MAX-NUM-DAYS
MOVE DAY-NUM TO MAX-NUM-DAYS.
IF DAY-NUM IS < MIN-NUM-DAYS
MOVE DAY-NUM TO MIN-NUM-DAYS.

```

```

000650
000660
000670
000680
000690
000700
000710
000720
000730
000740
000750
000760
000770
000780
000790
000800
000810
000820
000830
000840
000850
000860
000870
000880
000890
000900
000910
000920
000930
000940
000950
000960
000970
000980
000990
001000
001010
001020
001030
001040
001050
001060
001070
001080
001090
001100
001110
001120
001130
001140
001150
001160
001170
001180
001190
001200

```

```

0023
0032
0037
0039
0023
0032
0023
0041
0044
0044
0026
0026
0052
0050
0051
0028
0041
0041
0041
0030
0041
0042
0043
0055
0055
0055
0041
0026
0040
0045
0053
0040
0034
0040
0038
0040
0038
0039
0040
0039

```

EVADEES AD 0113

001210
001220
001230
001240

ADD 1 TO NUM-CASES.
3000-EXIT.
EXIT.

00114
00115
00116
00117

0037

***** COBOL ERROR MESSAGES *****

**** 0009 T LEFT TRUNCATION POSSIBLE IN COMPUTATIONAL STORE
OCCURRED 00000/00 00095/00 00096/00 00097/00 00098/00 00099/00 00100/00 00101/00

EVADEES AO 0113

LINE NO.....DIAGNOSTIC NOS.

00080 0009
00095 0009
00096 0009
00097 0009
00098 0009
00099 0009
00104 0009
00114 0009

EVADEES LENGTH IS 001053
0603000 SCH USED

EVADEES

AO 0113

COBOL

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PAGE

6

6000 COBOL PROCEDURE NAME CROSS REFERENCE LIST
REFERENCES

NAME	DEFINITION
1000-HOUSEKEEPING	00050 NONE
2000-READ	00067 00061 00090
2050-INITIAL	00079 00075
2100-NEXT-BLOCK	00087 00100
2200-CHECK	00102 00077 00094
2800-WRITE	00108 00071 00077
3000-EXIT	00116 00061 00071

6000 COBOL DATA NAME CROSS REFERENCE LIST REFERENCES

DEFINITION

NAME	DEFINITION	REFERENCES
CONCAT-PART-1	00046	00097
CONCAT-PART-2	00047	00098
CONCAT-PART-3	00048	00099
CONCAT-REC	00045	0105 00106
DAY-NUM	00040	00084 00105 00105 00110 00111 00112 00113
FINAL-DAILY-ACTIVITY	00050	00083
FINAL-ID-DATA-1	00051	00084
FINAL-ID-DATA-2	00049	0109
FINAL-REC	00052	00082
FINAL-REC-TABLE	00044	00073
FIRST-RECORD	00055	00097 00098 00099
GROUP-DATA	00054	00085
GROUP-REC	00023	00059 00064 00068
INFILE	00030	00093
IN-DAY-NUMBER	00029	NONE
IN-GROUP-NUM	00026	00076 00080 00082 00103
IN-ID-DATA-1	00027	00083
IN-ID-DATA-2	00025	NONE
IN-RECORD	00028	00085
IN-REMAINING-DATA	00031	NONE
MAX-NUM-DAYS	00030	00063 00111 00111
MIN-NUM-DAYS	00039	00063 00113 00113
NUM-CASES	00037	00062 00114
OUTFILE	00032	00060 00064
OUT-RECORD	00034	00109
SUB1	00041	00072 00080 00089 00091 00092 00093 00095 00096 00097 00103
SUB2	00042	00095 00098
SUB3	00043	00096 00099

PROGRAM TWO

The second computer program was developed by Edward D. Arendt of the Data Processing Field Office, US Army Training and Doctrine Command. This program computed the frequency distributions, crosstabulated populations and extracted the day-to-day activities of any one population or subpopulation for ease in identifying those factors bearing on survival/evasion handgun use. This program also tabulated the total number of events in any one category and the events-per-man-day of evasion.

```
1 PROGRAM EVAUDE(INPUT=65,OUTPUT=65,DATA=193/1830,DETAIL=512,  
X TAPES=INPUT,TAPE6=OUTPUT,TAPE10=DATA,TAPE22=DETAIL)  
5 IMPLICIT INTEGER(A-Z)  
DIMENSION INDEX(501)  
COMMON /KEYS/ KEY(500,3),NCASE  
COMMON /NAMES/ EDIT,FREQ,CROSS,SELECT,END,NAMES(174)  
COMMON /DETAIL/ DET(115,120)  
COMMON /CARD/ CARD(80)  
COMMON /NUMERIC/ AGES(20),GROUPS(10),NAGES,NGRPS  
COMMON /PULL/ PULL(500)  
CALL OPENMS(22,INDEX,501,0)  
CALL READATA  
5 OPT=WORD(1,Z,ZZ)  
IF(OPT.EQ.FREQ) GO TO 10  
IF(OPT.EQ.CROSS) GO TO 20  
IF(OPT.EQ.SELECT) GO TO 30  
GO TO 40  
10 CALL ANAL1  
GO TO 5  
20 CALL ANAL2  
GO TO 5  
30 CALL ANAL3  
GO TO 5  
40 CALL CLOSMS(22)  
STOP  
END
```

```

1 BLOCK DATA
COMMON /NAMES/ EDIT,FREQ,CROSS,SELECT,END,
X CLASNM(2,12),KEYNM(2,6,10),DETNM(2,15)
DIMENSION KNM(120)
EQUIVALENCE (KEYNM(1,1), KNM(1))
DATA (EDIT=AREDT), (FREQ=AFREQ), (CROSS=SCROSS)
X, (SELECT=SRSELECT), (END=3REND)
DATA CLASNM /
1 10H OFF/EM . 3ROFF .
2 10H EVA/POW . 3REVA .
3 10H THEATER . 7RTHEATER .
4 10H ZONE . 4RZONE .
5 10H INJURY . 6RINJURY .
6 10HBAIL/DITCH . 4RBAIL .
7 10HSURV EQUIP . 4RSURV .
8 10H WEAPON . 3RWPN .
9 10H TRAINING . 3RTNG .
A 10H CAPT/TURN . 4RCAPT .
B 10H AGE . 3RAGE .
C 10HGROUP SIZE . 3RGRP /
DATA (KNM(1), I= 1,48) /
1 10H OFFICER . 3ROFF .
2 10H ENLISTED . 2REM .
3 10H EVADEE . 2REV .
4 10H POW . 3RPOW .
5 10H EUROPE . 3REUR .
6 10H MEDITER . 3RMED .
7 10H PACIFIC . 3RPAC .
8 10H MID EAST . 2RME .
9 10H CIB/SEA . 3RSEA .
X 10H OTHER . 5ROTHER .
1 10HENEMY TERR . 2REN .
2 10HOCUP TERR . 3ROCC .
3 10HCOMBAT TER . 4RCOMB .
4 10HFRIENDLY TER . 4FRND .
DATA (KNM(1), I=49,84) /
5 10H NONE . 4RNONE .
6 10H HEAD . 4RHEAD .
7 10H LEG/FOOT . 3RLEG .
8 10H ARM . 3RAHM .
9 10H BODY . 4RBODY .
X 10H MULTIPLE . 4RMULT .
1 10HBAILED OUT . 4RBAIL .
2 10HCRASH LAND . 5RCRASH .
3 10H YES . 3RYES .
4 10H NO . 2RNO .
5 10H ABANDONED . 5RABAND .
6 10H UNKNOWN . 3RUNK .
7 10H LOST . 4RLOST .
DATA (KNM(1), I=85,120) /
8 10H YES . 3RYES .
9 10H NO . 2RNO .
X 10HDISPOSE OF . 4RDISP .
1 10H ACQUIRED . 3RACO .
2 10H UNKNOWN . 3RUNK .
3 10H LOST . 4RLOST .
4 10H YES . 3RYES .

```

5 10H NO . 2RNO . 6*0.
 6 10H UNKNOWN . 3RUNK . 6*0.
 7 10H CAPTURED . 4RCAPT .
 8 10H TURNED IN . 4RTURN . 6*0 /
 DATA DETNH /
 1 10H NUMBE . 10HR OF CASES.
 2 10H ACQUIRED . 10HFOOD/WATER.
 3 10HACQUIRED M . 10HMEDICAL AID.
 4 10H ACQUIRE . 10HD CLOTHING.
 5 10H FORCED . 10HFOOD/WATER.
 6 10H FORCED M . 10HMEDICAL AID.
 7 10H FORCE . 10HD CLOTHING.
 8 10H GIVEN . 10HFOOD/WATER.
 9 10H GIVEN M . 10HMEDICAL AID.
 X 10H GIVE . 10HN CLOTHING.
 SE . 10HLF DEFENSE.
 1 10H SENSE O . 10HF SECURITY.
 2 10H KILLED . 10HSMALL GAME.
 3 10H SIG . 10HNAL/MARKER.
 4 10H STAYED M . 10HITH FAMILY/
 END

60

65

70

75

FUNCTION WORD 73/73 OPT=1

```

1  INTEGER FUNCTION WORD(START,NEXT,CODE)
   IMPLICIT INTEGER (A-Z)
   COMMON / CARD/ CARD(80)
   CARD HOLDS 80 CHAR CARD IMAGE (80R1)
5  RETURN CODE=1 WORD=SERIES OF LETTERS (R FORMAT)
   CODE=2 WORD=SERIES OF DIGITS (I NTEGRIZED)
   CODE=3 WORD=3THIR CHARACTER NOT BLANK OR COLON
   BEGIN SCAN AT POSITION START, RETURN NEXT POSITION.
10  CODE=0
   WORD = 0
   DO 10 J=START,80
   X=CARD(J)
   IF(X.EQ.558 .OR. X.EQ.0) GO TO 10
   IF(X.LT.338) GO TO 100
   IF(X.LT.458) GO TO 200
   GO TO 300
100 CONTINUE
   NEXT=81
   RETURN
   BREAK OUT A WORD
   C 100 CODE=1
   MLET=0
   DO 110 NEXT=J,80
   X=CARD(NEXT)
   IF(X.GT.328 .OR. X.EQ.0) RETURN
   MLET=MLET+1
   IF(MLET.GT.10) GO TO 150
   WORD=SHIFT(WORD,61)*X
30  CONTINUE
   WRITE(6,121)
120 WRITE(6,121)
121 FORMAT (" NO TERMINATOR FOUND")
   GO TO 160
150 WRITE(6,151) WORD
35  FORMAT(" WORD GT 10 CHAR STARTS",A10)
160 WRITE(6,161) CARD
161 FORMAT(" BAD CARD (S1",60R1)
   CODE=0
   RETURN
   BUILD A NUMBER
   C 200 CODE=2
   DO 210 NEXT=J,80
   X=CARD(NEXT)
   IF(X.GT.448 .OR. X.LT.338) GO TO 220
   GO TO 120
45  C 220 NDIG=NEXT-J
   LAST DIGIT FOUND, PUT NUMBER TOGETHER
   POWER=1
   NOWDIG=NEXT
   DO 230 J=1,NDIG
   NOWDIG=NOWDIG-1
   DIGIT=CARD(NOWDIG)-338
   WORD=WORD*(DIGIT*POWER)
   POWER=POWER*10
55  CONTINUE
   RETURN
230

```

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73/73 OPT=1

FUNCTION WORD

C ONE SPECIAL CHARACTER
300 CODE=J
WORD=CARD(J)
NEXT=J+1
RETURN
END

60

```

1 SUBROUTINE READATA
  IMPLICIT INTEGER (A-Z)
  COMMON /KEYS/ KEY(500,3),NCASE
  COMMON /DETAIL/DET(115,120)
  COMMON /NAMES/EDIT,FREQ
  COMMON /CARD/ CARD(80)
  COMMON /NUMERIC/ AGES(20),GROUPS(10),NAGES,NGRPS
  DIMENSION IX(4),AX(14)
  LOGICAL EDT
  EDT=.F.
  READ(5,5) CARD
  FORMAT(80F1)
  IF (WORD(1,2,ZZ),NE,EDIT) GO TO 10
  EDT=.T.
  READ(5,5) CARD
  10 REWIND 10
  NCASE=0
  50 CONTINUE
  IF (EOF(10)) 100,55
  55 NCASE=NCASE+1
  KEY(NCASE,2)=IX(3)
  KEY(NCASE,3)=IX(4)
  PACK=0
  DO 60 J=1,9
  60 PACK=SHIFT(PACK,6)*AX(J)
  KEY(NCASE,1)=SHIFT(PACK,6)*AX(12)
  CALL WRITMS(22,DET,1800,NCASE,-1)
  IF (EDT) CALL EDITOTA(IX,AX,DET,NCASE)
  60 TO 50
C
C
100 CONTINUE
110 CONTINUE
  DO 110 J=1,110
  110 PULL(J)=999
  DO 115 J=1,30
  115 AGES(J)=999
  DO 120 J=1,NCASE
  N=KEY(J,2)+1
  M=KEY(J,3)+101
  PULL(M)=0
  120 CONTINUE
  NAGES = 0
  DO 130 J=1,100
  IF (PULL(J)) 130,135,130
  135 NAGES=NAGES+1
  AGES(NAGES)=J-1
  130 CONTINUE
  NGRPS=0
  DO 140 J=101,110
  IF (PULL(J)) 140,145,140
  145 NGRPS=NGRPS+1
  GROUPS(NGRPS)=J-101
  140 CONTINUE

```

SUBROUTINE READATA 73/73 OPT=1

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PAGE 2

1010 FORMAT(12.14.12.11.14R1.120(1511))
END

CARD NR. SEVERITY DETAILS DIAGNOSIS OF PROBLEM

50 3 40 CD 50 TOTAL RECORD LENGTH IS GREATER THAN 137 CHARACTERS. IT MAY EXCEED THE I/O DEVICE CAPACITY.

SUBROUTINE ANA1 73/73 OPT=1

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PAGE 1

```
1 SUBROUTINE ANA1  
COMMON /CARD/ CARD(60)  
C  
5 WRITE (6,100)  
FORMAT(1H1)  
CALL RPTN(2)  
CALL RPTN(3)  
DO 10 IC=1,10  
CALL RPTA(IC)  
10 CONTINUE  
READ(5,5) CARD  
IF (EOF(5)) 30,20  
30 CARD(1)=IRE  
CARD(2)=IRN  
CARD(3)=IRD  
CARD(4)=IR  
20 CONTINUE  
RETURN  
5 FORMAT(60R1)  
END
```

```

1 SUBROUTINE RPTA(IC)
  IMPLICIT INTEGER (A-Z)
  COMMON /KEYS/ KEY(500,3),NCASE
  COMMON /DETAIL/ NUMB(50),COUNT(50),NNUMB,MEAN
  COMMON /NAMES/ SKIP(5),CLASNM(2,12),KEYNM(2,6,10)
  REAL MEAN
  C(KEYCASE,CLASS)=SHIFT(KEY(CASE,1),6*CLASS),AND,77R
  C
  DO 10 J=1,6
  10 COUNT(J)=0
  C
  DO 20 J=1,NCASE
  20 JX=KEY(J,IC)
  COUNT(JX)=COUNT(JX)+1
  C
  WRITE(6,1000)CLASNM(1,IC)
  DO 25 J=1,6
  25 CONTINUE
  IF (KEYNM(1,J,IC).EQ.0) GO TO 26
  J=J-1
  WRITE(6,1001) (KEYNM(I,L,IC),L=1,J)
  WRITE(6,1002) (COUNT(L),L=1,J)
  WRITE(6,1003)
  RETURN
  ENTRY RPTN
  INAM=IC*9
  CALL PULLN(IC)
  WRITE(6,1000)CLASNM(1,INAM)
  WRITE(6,1005) CLASNM(1,INAM), INUMB(L),L=1,NNUMB)
  WRITE(6,1006) (COUNT(L),L=1,NNUMB)
  WRITE(6,1007) CLASNM(1,INAM),MEAN
  WRITE(6,1003)
  RETURN
  1000 FORMAT(1H0,"FREQUENCY DISTRIBUTION FOR ",A10)
  1001 FORMAT(1H0,10H CLASS =,6(1X,A10))
  1002 FORMAT(1H0,10H # CASES =,6(1I))
  1003 FORMAT(1I/)
  1005 FORMAT(1H0,A10,20I5)
  1006 FORMAT(1H0,10H # CASES =,20I5)
  1007 FORMAT(1H0,6H MEAN ,A10,2H =,F6.2)
  END

```

```

1  SUBROUTINE PULLN(IC)
   IMPLICIT INTEGER(I-Z)
   COMMON /KEYS/ KEY(500,J),NCASE
   COMMON /DETAIL/ NUMX(50),CNTX(50),NNUMB,MEAN,NUMB(50),COUNT(50)
   REAL MEAN
   DO 10 J=1,50
   NUMB(J)=999
   COUNT(J)=0
   NNUMB=0
   DO 100 J=1,NCASE
   NN=KEY(J,IC)
   DO 20 K=1,50
   IF (NUMB(K).EQ.999) GO TO 30
   IF (NUMB(K).EQ. NN) GO TO 40
   20 CONTINUE
   30 NNUMB=NNUMB+1
   NUMB(K)=NN
   40 COUNT(K)=COUNT(K)+1
   100 CONTINUE
   C  SORT ASCENDING NUMB TO NUMX, CARRY COUNTS ALONG
   MIN=999
   DO 210 K=1,NNUMB
   IF (NUMB(K).GT.MIN) GO TO 210
   MIN=NUMB(K)
   NMIN=K
   210 CONTINUE
   NUMX(J)=NUMB(NMIN)
   CNTX(J)=COUNT(NMIN)
   NUMB(NMIN)=999
   200 CONTINUE
   C  CALCULATE MEAN
   TOTAL=NCT=0
   START=1
   IF (NNUMB.EQ.0) START=2
   DO 300 J=START,NNUMB
   TOTAL=TOTAL+NUMX(J)*CNTX(J)
   NCT=NCT+CNTX(J)
   300 CONTINUE
   MEAN=FLOAT(TOTAL)/FLOAT(NCT)
   RETURN
   END

```

SUBROUTINE ANAL3 73/73 OPT=1

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PAGE 1

1 SURROUTINE ANAL3

LOGICAL ANY

WRITE(6,1000)

1000 FORMAT(1H1,31/)'*SELECTION CRITERION IS ALL CASES FOR WHICH**

5 CALL SELECT(ANY)

IF(ANY) CALL REPORT3

RETURN

END

```

1 SUBROUTINE SELECT(ANY)
  IMPLICIT INTEGER (A-Z)
  COMMON / NAMES/ EDI,FREQ,CROSS,SLCT,END,CLASNM(2,12),KEYNM(2,6,10)
5 COMMON /KEYS/ KEY(500,3),NCASE
  COMMON /PULL/ PULL(500)
  LOGICAL PULL,ANY
  COMMON /CARD/ CARD(60)
  COMMON /DETAIL/ CAT(50)
10 DATA (OPEN=IR(1),(CLOSE=IR(1)),(ALL=3RALL),(DASH=IR-),
  &KEY(CASE,CLASS)=SHIFT(KEY(CASE,1),6*CLASS),AND.778
  &ANY=.F.
  DO 1 J=1,NCASE
  I PULL(J)=.F.
  C CARD IN BUFFER,SKIP "SELECT",CHECK FOR "I"
  X=WORD(1,START,CODE)
15 IF (WORD(1,START,CODE) .NE. OPEN) GO TO 7000
  C GET THE CLASS NAME
  25 START=NEXT
  GNAME=WORD(START,NEXT,CODE)
  IF (GNAME.EQ.ALL) GO TO 2000
  DO 30 CLASS=1,12
  30 IF (GNAME.EQ.CLASNM(2,CLASS)) GO TO 40
  CONTINUE
  40 DO 41 J=1,50
  41 CAT(J)=0
  NCAT=0
  C CHECK FOR NUMERIC KEYS
  IF (CLASS.GT.10) GO TO 3000
  C BREAK OUT ALPHA KEYS
  45 START=NEXT
  DKEY=WORD(START,NEXT,CODE)
  IF (CODE.NE.1) GO TO 70
  DO 50 J=1,6
  50 IF (DKEY.EQ.KEYNM(2,J,CLASS)) GO TO 60
  CONTINUE
  GO TO 7000
  60 NCAT=NCAT+1
  CAT(NCAT)=J
  GO TO 45
  C GROUP DEFINES. SELECT MEMBERS AND LIST CRITERION
  70 IF (NCAT.EQ.0) GO TO 7000
  IF (DKEY.NE.CLOSE) GO TO 7000
  C ANY=.T.
  DO 80 J=1,NCAT
  DO 80 K=1,NCASE
  IF (ICKEY(K,CLASS).EQ.CAT(J)) PULL(K)=.T.
  80 CONTINUE
  80 WRITE(6,80) CLASNM(1,CLASS),(KEYNM(1,CAT(L),CLASS),L=1,NCAT)
  80 FORMAT(1H ,A10,3H IS,611X,A10)
  GO TO 4000
  C SELECT "ALL" CASES
  2000 ANY=.T.
  2010 DO 2010 J=1,NCASE
  2010 PULL(J)=.T.
  WRITE(6,2012)

```

```

2012 FORMAT(' ALL CASES SELECTED')
GO TO 4500
C SELECT ON NUMERIC KEYS
3000 START=NEXT
C PRE-READ AND CHECK FOR NUMERIC
3001 NUM1=WORD(START,NEXT,CODE)
IF(CODE.NE.2) GO TO 7000
START=NEXT
C PRE-READ AND CHECK FOR ANOTHER NUMERIC
CHECK=WORD(START,NEXT,CODE)
IF(CODE.NE.2) GO TO 3010
NCAT=NCAT+1
CAT(INCAT)=NUM1
GO TO 3001
C CHECK FOR RANGE. IF FOUND GET SECOND NUMERIC AND SET
3010 IF(CHECK.NE.DASH) GO TO 3500
START=NEXT
NUM2=WORD(START,NEXT,CODE)
IF(CODE.NE.2) GO TO 7000
DO J 040 J=NUM1,NUM2
NCAT=NCAT+1
3040 CAT(INCAT)=J
READ UP FOR MORE NUMBERS OR END OF LIST
START=NEXT
CHECK=WORD(START,NEXT,CODE)
IF(CODE.EQ.2) GO TO 3001
GO TO 3600
C SET LAST NUMERIC
3500 NCAT=NCAT+1
CAT(INCAT)=NUM1
C CHECK FOR LEGAL CLOSE. SET UP LIST
3600 IF(CHECK.NE.CLOSE) GO TO 7000
ANY=.T.
WRITE(16,3602) CLASNM(1),CLASS1,(CAT(L),L=1,NCAT)
CLASS=CLASS-9
DO 3620 J=1,NCAT
DO 3620 K=1,NCASE
IF(KEY(K,CLASS).EQ.CAT(J)) PULL(K)=.T.
3620 CONTINUE
GO TO 4000
C GROUP SELECTED. CHECK FOR MORE
4000 START=NEXT
CHECK=WORD(START,NEXT,CODE)
IF(CODE.EQ.0) GO TO 4500
GO TO 10
C READ UP NEXT CARD
4500 READ(5,5) CARD
5 FORMAT(80R1)
IF (EOF(5)) 5000,4600
4600 CHECK=WORD(1,NEXT,CODE)
IF(CHECK.EQ.OPEN) GO TO 25
RETURN
C ENDFILE---STICK IN END CARD
5000 CARD(1)=IRE
CARD(2)=IRN

```

SUBROUTINE SELECT 73/73 OPT=1

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115

CARD(3)=IRD
CARD(4)=IR
RETURN

120

7000 WRITE(6,7001) START,CARD
7001 FORMAT('TROUBLE AFTER COL #,12, OF CARD#',60R1)
IF(ANY) WRITE(6,7002)
7002 FORMAT(' KNOWN CRITERIA WILL BE USED')
GO TO 4500
END

```

1  SUBROUTINE REPORT3
   IMPLICIT INTEGER (A-Z)
   COMMON /DETAIL/ DET(15,120)
   COMMON /NAMES/ SKIP(149),DETNAM(2,15)
   COMMON /PULL/ PULL(500)
   COMMON /KEYS/ KEY(500,3),NCASE
   LOGICAL PULL
   REAL AVE(15)
   DIMENSION PRINT(121,15)
   MAXDAY=0
   DO 10 J=1,15
   DO 10 I=1,121
   10 PRINT(I,J)=0
   NSEL=0
   DO 50 CASE=1,NCASE
   IF(.NOT.PULL(CASE)) GO TO 50
   CALL READMS(22,DET,1000,CASE)
   DO 40 DAY=1,120
   IF(DET(1,DAY).EQ.0) GO TO 45
   PRINT(DAY,1)=PRINT(DAY,1)+1
   DO 30 J=2,15
   30 PRINT(DAY,J)=PRINT(DAY,J)+DET(J,DAY)
   40 CONTINUE
   45 DAY=DAY-1
   MAXDAY=MAX0(DAY,MAXDAY)
   NSEL=NSEL+1
   50 CONTINUE
   SUM=MAXDAY+1
   DO 60 J=1,15
   DO 60 DAY=1,MAXDAY
   60 PRINT(SUM,J)=PRINT(SUM,J)+PRINT(DAY,J)
   DO 65 J=2,15
   65 AVE(J)=FLOAT(PRINT(SUM,J))/FLOAT(PRINT(SUM,1))
   WRITE(6,100)NSEL
   1001 FORMAT("NUMBER OF CASES SELECTED = ",I3)
   1002 FORMAT(1H0,2A10,5X,24I4)
   1003 FORMAT(1H1,3I/," DETAILED BREAKOUT CONTINUED",2(I/))
   1004 FORMAT(1H0,16X,4HDAYS,5X,24I4)
   1005 FORMAT(1H0,16X,4HDAYS,5X,14,6H TOTAL,7H EVT/MD)
   1006 FORMAT(1H0,2A10,5X,=14,16)
   1007 FORMAT(1H0,2A10,5X,=14,16,F7,4)
   START=-23
   100 START=START+24
   STOP=MIN0(START+23,MAXDAY)
   NCOL=STOP-START+1
   IF(NCOL.NE.24) GO TO 120
   IF(STOP.EQ.MAXDAY) GO TO 120
   WRITE(6,1004) (L=L,START,STOP)
   DO 110 J=1,15
   110 WRITE(6,1002) DETNAM(1,J),DETNAM(2,J), (PRINT(L,J),L=START,STOP)
   WRITE(6,1003)
   GO TO 100
   C
   120 WRITE(6,1005) NCOL, (L=L,START,STOP)
   STOP=SUM
   WRITE(6,1006) DETNAM(1,1),DETNAM(2,1),NCOL
   .....
```

```
60 DO 130 J=2,15  
130 WRITE(6,1007) DETNAM(1,J),DETNAM(2,J),MCOL  
1 * (PRINT(L,J),L=START,STOP),AVE(J)  
END
```

```

1  SUBROUTINE CROSS(WANT)
   IMPLICIT INTEGER (A-Z)
   COMMON /CARD/ CARD(80)
   COMMON / NAMES/ ED1,FREQ,CROSS,SLCT,END,CLASNM(2,12),KEYNM(2,6,10)
5  DIMENSION WANT(12)
   DATA IOPEN,IR1,(CLOSE=IR1)
   CARD IN BUFFER, SKIP "CROSS", CHECK FOR "("
   X=WORD(1,START,CODE)
   IF(WORD(1,START,CODE).NE.OPEN) GO TO 7000
10  GET NAMES, FIRST IS DOMINANT
   NWANT=0
50  START=NEXT
   NAME=WORD(START,NEXT,CODE)
   IF(CODE.NE.1) GO TO 2000
   DO 100 CLASS=1,12
15  IF(NAME.EQ.CLASNM(2,CLASS))GO TO 110
100 CONTINUE
   GO TO 7000
110  NWANT=NWANT+1
   IF(NWANT.GT.12) GO TO 2000
   WANT(NWANT)=CLASS
   GO TO 50
2000 IF(NWANT.LT.2) GO TO 7000
   DO 2010 J=2,NWANT
25  IF(WANT(J).GT.10) GO TO 3000
2010 CONTINUE
2012 WRITE(6,2012) (CLASNM(I,WANT(L)),L=1,NWANT)
   READ UP NEXT CARD
30  READ(5,5) CARD
   5 FORMAT(80R1)
   IF(EOF(5)) 2600,2700
2600 CARD(1)=IRE
   CARD(2)=IRN
   CARD(3)=IRD
   CARD(4)=IH
35  RETURN
C 3000 WRITE(6,3001) CLASNM(I,WANT(J))
3001 FORMAT(1H,"NUMERIC CLASS ",A10," CAN NOT BE SECONDARY CROSS")
   DO 3010 K=J,NWANT
3010 WANT(K)=WANT(K+1)
   WANT(NWANT)=0
   NWANT=NWANT-1
   GO TO 2000
45  7000 WRITE(6,7001) START,CARD
7001 FORMAT(1H," CROSS TROUBLE AFTER COL",13," WITH CARD",80R1)
   WANT(1)=0
   GO TO 2500
50  END

```

```

1  SUBROUTINE BUILD(CAT,LIN)
   IMPLICIT INTEGER (A-Z)
   COMMON /KEYS/ KEY(500,J),NCASE
5  COMMON /NAMES/ EDI,FHEO,CROSS,SLCT,END,CLASNM(2,12),KEYNM(2,6,10)
   COMMON /DETAIL/ DETA(8,60),DETN(22,60)
   COMMON /NUMERIC/ AGE(20),GRP(10)
   DIMENSION CAT(12),WHERE(10),NUM(20)
   DATA (BLANK=10H
10  DO 5 J=1,60
     DETA(1,J)=BLANK
     DETA(1,2)=10H      NUMBER
     DETA(2,2)=10H     OF CASES
     DO 10 J=1,10
15  10  WHERE(J)=0
       LIN=2
       DO 30 I=2,11
         CL=CAT(I)
         IF (CL.EQ.0) GO TO 40
         WHERE(CL)=LIN
         DETA(1,LIN+1)=CLASNM(1,CL)
         DO 20 J=1,6
20  20  IF (KEYNM(1,J,CL).EQ.0) GO TO 30
           LIN = LIN+1
           DETA(2,LIN)=KEYNM(1,J,CL)
25  30  CONTINUE
           30  CONTINUE
           C
40  CL=CAT(1)
         DETA(2,1)=CLASNM(1,CL)
         IF (CL.GT.10) GO TO 5000
30  50  DO 50 J=1,6
           50  DETA(J,2,1)=KEYNM(1,J,CL)
           DO 60 I=2,LIN
           DO 60 J=3,6
           60  DETA(I,J,1)=0
           C
40  DO 500 CA=1,NCASE
       KEY =KEY(CA,1)
       COL=SHIFT(KEE,6*CL).AND.77B
       COL=COL*2
       IF (COL.GT.8) GO TO 500
       DETA(COL,2)=DETA(COL,2)+1
       DO 400 CCL=1,10
       IF (WHERE(CCL).EQ.0) GO TO 400
45  POINT=SHIFT(KEE,6*CCL).AND.77B
       IF (POINT.GT.6) GO TO 400
       LI=WHERE(CCL),POINT
       DETA(COL,LI)=DETA(COL,LI)+1
       400 CONTINUE
       500 CONTINUE
       RETURN
5000 DO 5010 J=1,LIN
      DETN(1,J)=DETA(1,J)
      DETN(2,J)=DETA(2,J)
      DO 5010 I=3,22
55  5010 DETN(I,J)=0
      IF (CL.EQ.12) GO TO 5025

```

```
60      DO 5020 J=1,20
        5020 NUM(J)=AGE(J)
        GO TO 5035
        5025 DO 5030 J=1,10
        5030 NUM(J)=GRP(J)
        5035 CONTINUE
        CLA=CL-9
        DO 5040 J=1,20
        5040 DETN(J+2,1)=NUM(J)
        DO 5500 CS=1,NCASE
        DATA=KEY(CS,CLA)
        DO 5100 J=1,20
        IF (DATA.EQ.NUM(J)) GO TO 5101
        5100 CONTINUE
        5101 COL=J+2
        DETN(COL,2)=DETN(COL,2)+1
        KEY=KEY(CS,1)
        DO 5400 J=1,10
        IF (WHERE(J).EQ.0) GO TO 5400
        POINT=SHIFT(KEY,6*J).AND.778
        IF (POINT.GT.6) GO TO 5400
        LI=WHERE(J)*POINT
        DETN(COL,LI)=DETN(COL,LI)+1
        5400 CONTINUE
        5500 CONTINUE
        RETURN
        END
```


SUBROUTINE ANAL2 73/73 OPT=1

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```
1 SURROUTINE ANAL2  
  IMPLICIT INTEGER (A-Z)  
  DIMENSION CAT(12)  
  DO 10 J=1,12  
5   CAT(J)=0  
  CALL CROSS(CAT)  
  IF (CAT(11).EQ.0) RETURN  
  CALL BUILD(CAT,M,INI)  
  CALL REPORT2(CAT,M,INI)  
  RETURN  
10  END
```

THE OUTPUT OF PROGRAM TWO

Three basic input cards were used to produce the data from this program based on the class of the data requested and the key(s) to the subpopulation(s) of that class. For example, theater of operation would be a class of data and Middle East would be the key to a subpopulation of that class. An explanation of each class and key and their abbreviations follows:

<u>CLASS</u>	<u>KEY</u>
AGE = Age of the evadee	0-99
GRP = Number of people in the evasion group.	0 - 9 or more
OFF = Was the evadee an officer or an enlisted man?	OFF = OFFICER EM = ENLISTED
EVA = Did the evadee become a POW?	EV = Remained an evadee POW = Became a POW
THEATER = The theater of operation in which the evasion occurred.	EUR = European MED = Mediterranean PAC = Pacific Ocean Area ME = Mid East SEA - China, India, Burma, and Southeast Asia OTHER = All other areas

ZONE = Within which territory did the evasion take place?	EN = Enemy Territory
	OCC = Territory occupied by enemy forces.
	COMB = Combat Territory
INJURY = Was the evadee injured?	NONE = No injuries
	HEAD = On the head
	LEG = In the leg/foot
	ARM = In the arm
	BODY = On the body
	MULT = Multiple injuries
BAIL = Did the evadee bail out of his aircraft or did he ditch/crashland with it?	BAIL = Bailed out.
	CRASH = Ditched/crashlanded
SURV = Did the evadee have a survival kit?	YES
	NO
	ABAND = The evadee abandoned his kit.
	UNK = Unable to determine
	LOST = The evadee lost it and was unable to recover it.
WPN = Did the evadee have a handgun?	YES
	NO
	DISP = He disposed of it
	ACQ = He acquired one

UNK = Unable to determine
 LOST = He lost it and was
 unable to recover it.
 TNG = Did the evadee re-
 ceive any survival
 training? . YES
 NO
 UNK = Unable to determine
 CAPT = Of those who become CAPT = Captured
 POW's were they cap- TURN = Turned in
 tured by enemy forces or
 turned in by civilians?
 ALL = All classes of data

The first input card used was FREQ. This develops
 the frequency distributions for all classes. An example
 of a frequency distribution can be seen below:

TABLE B-1.		
FREQUENCY DISTRIBUTION FOR OFF/EM		
CLASS = OFFICER ENLISTED		
# CASES =	154	90

The second input card used was CROSS. This
 developed the crosstabulation of one population with
 one or more others. Numeric classes such as age or
 group size could appear only in the first position and
 thus could not be crosstabulated with each other. The
 input card for the example sighted in Table C-1 was
 as follows: CROSS (OFF THEATER). An example of
 that table follows:

TABLE B-2. CROSSTABULATION DATA

OFF/EM =	OFFICER	ENLISTED
NUMBER OF CASES =	154	90
THEATER EUROPE =	5	1
MEDITER=	34	21
PACIFIC=	35	18
MID EAST=	0	1
CIB/SEA=	80	49
OTHER =	0	0

The final input card used was SELECT. This developed the detailed day-by-day tabulation of evadees' activities for all cases which fall into the classes and keys selected. For example, SELECT (ALL) produces a table that included all evadees, while SELECT (THEATER EUR) produced a table that included only those cases where the evasion occurred in the European Theater of Operation. An example of that table with explanations follows:

TABLE B-3. EXAMPLE OF SELECT DATA

SELECTION CRITERION IS ALL CASES FOR WHICH

THEATER IS

EUROPE

NUMBER OF CASES SELECTED = 6¹

DAYS	1	2	3	TOTAL EVT/MD
NUMBER OF CASES	6 ²	1	1	8 ³
ACQUIRED FOOD/WATER	0	0	0	0 0.0000
ACQUIRED MEDICAL AID	0	0	0	0 0.0000
ACQUIRED CLOTHING	0	0	0	0 0.0000
FORCED FOOD/WATER	0	0	0	0 0.0000
FORCED MEDICAL AID	0	0	0	0 0.0000
FORCED CLOTHING	0	0	0	0 0.0000
GIVEN FOOD/WATER	2 ⁴	1	0	3 ⁵ .3750 ⁶
GIVEN MEDICAL AID	1	0	0	1 .1250
GIVEN CLOTHING	2	0	0	2 .2500
SELF DEFENSE	3	0	0	3 .3750
SENSE OF SECURITY	4	0	0	4 .5000
KILLED SMALL GAME	0	0	0	0 0.0000
SIGNAL/MARKER	0	0	0	0 0.0000
STAYED WITH FAMILY	0	0	0	0 0.0000

1 Number of evadees in the population.

2 Number of evadees evading on that day of evasion.

3 Total man-day of evasion.

4 Number of times that event occurred on that day of evasion.

5 Total number of times that event occurred.

6 Events per man-day of evasion.

EXECUTIVE SUMMARY

The purpose of this report is to provide a summary of the findings of the study conducted by the research team. The study was designed to investigate the impact of the proposed changes on the organization's performance. The results indicate that the changes have had a positive impact on the organization's performance, particularly in the areas of cost reduction and efficiency. The study also identified several areas for further research and improvement.

APPENDIX C

This appendix contains detailed information related to the study, including data tables, charts, and additional analysis. The information provided here is intended to support the conclusions drawn in the main report and to provide a more comprehensive view of the study's findings. The data presented in this appendix is based on the results of the study and is subject to the same limitations and assumptions as the main report.

EXECUTIVE SUMMARY

QUALIFIER: Part of the mission of the US Army Command and General Staff College is distribution of student research products to interested DoD Agencies to enhance the potential for new insights into Defense related problems/issues. While the College has accepted this product as meeting academic requirements for graduation, the views and opinions expressed or implied are solely those of the author and should not be construed as carrying official sanction.

TITLE: A QUANTITATIVE ANALYSIS OF HANDGUN USE DURING THE EVASION AND SURVIVAL ATTEMPTS OF ARMY AIR FORCE AIRCREW MEMBERS DURING WORLD WAR II

AUTHOR: MAJ JOSEPH R. BREAM

ADVISOR: MAJ JOSEPH F. MATHIS

I. Purpose: To determine the possible uses for an aircrew survival and evasion handgun, to identify those factors bearing on those uses, and to make recommendations for characteristics of such a weapon. This information will aid weapons experts in selecting the most effective weapon and ammunition combination.

II. Problem: The United States Air Force has long recognized the necessity to provide its combat aircrew members with a handgun to aid in efforts to return to friendly control should they be downed over hostile territory. Lacking empirical data on potential uses for such a weapon, the handgun and ammunition selected and the training provided have historically been designed to provide self-defense for the downed airman. However, if such a weapon is to effectively aid the evadee, all intended uses for a handgun and ammunition

must be established, and acceptable tradeoffs made to select the most effective weapon to aid the downed airman.

III. Data. In developing the data for this study, 244 (of 771 screened) World War II evasion reports of U.S. Army Air Force airmen were used. Data from the Korean and Southeast Asian conflicts was not included because much remains classified. Each debrief was analyzed for pertinent data on handgun use and the factors bearing on its employment.

IV. Conclusion. Based on a quantitative analysis, the author concludes that:

a. For the first two or three days of evasion, the handgun will be used to provide for a psychological sense of security and the self-defense of the evadee.

b. After the fourth or fifth day the evadee will have to depend substantially on his handgun to aid in foraging for food and/or in killing small game.

V. Recommendations. An effective handgun and ammunition combination should: be light enough for the airman to carry for long periods of time; be securely attached to the evadee; be capable of rapid employment; be very accurate; be capable of disabling an opponent with the first shot; be silent; be capable of killing small game without destroying the meat. Further, training should also include firing at small moving targets to increase the airman's accuracy.

and be substituted, and appropriate products made to reflect
the most effective design to fit the present design.
The design is developed to suit the size of the ship, the
The arrangement of the 11 stations (except of U.S. Navy)
All force stations were used. Data from the form and both
were taken carefully and not included before any other
classified. Each report will mention the present data in
conjunction with the information on its importance.
The following table is a summary of the data, the
other conditions.

APPENDIX D

For the first set of data, the form
The data is given in the form of a table of
values, and the relationship of the values
is shown graphically in the figures. The data
was taken in 1952 and 1953.
The data is given in the form of a table of
values, and the relationship of the values
is shown graphically in the figures. The data
was taken in 1952 and 1953.
The data is given in the form of a table of
values, and the relationship of the values
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The data is given in the form of a table of
values, and the relationship of the values
is shown graphically in the figures. The data
was taken in 1952 and 1953.
The data is given in the form of a table of
values, and the relationship of the values
is shown graphically in the figures. The data
was taken in 1952 and 1953.

FREQUENCY DISTRIBUTION FOR AGE

AGE	0	19	20	21	22	23	24	25	26	27	28	29	30	31	33	35	36	39
# CASES	296	1	11	25	21	29	20	21	15	10	18	7	4	1	2	1	1	1

MEAN AGE = 24.43

FREQUENCY DISTRIBUTION FOR GROUP SIZE

GROUP SIZE	1	2	3	4	5	6	7	8	9
# CASES	212	57	18	19	56	37	24	16	45

MEAN GROUP SIZE = 3.43

FREQUENCY DISTRIBUTION FOR OFF/EM

CLASS	OFFICER	ENLISTED
# CASES	308	176

FREQUENCY DISTRIBUTION FOR EVA/POW

CLASS	EVADEE	POW
# CASES	454	30

FREQUENCY DISTRIBUTION FOR THEATER

CLASS	EUROPE	MEDITER	PACIFIC	MID EAST	CIB/SEA	OTHER
# CASES	32	109	73	5	265	0

FREQUENCY DISTRIBUTION FOR ZONE

CLASS	ENEMY TERR	OCUP TERR	COMBAT TER	FRNDLY TER
# CASES	12	470	2	0

TABLE D-1

FREQUENCY DISTRIBUTION FOR INJURY

CLASS =	NONE	HEAD	LEG/FOOT	ARM	BODY	MULTIPLE
# CASES =	325	30	57	11	6	54

FREQUENCY DISTRIBUTION FOR RAIL/DITCH

CLASS = BAILED OUT CRASH LAND

# CASES =	378	105
-----------	-----	-----

FREQUENCY DISTRIBUTION FOR SURV EQUIP

CLASS =	YES	NO	ABANDONED	UNKNOWN	LOST
# CASES =	258	31	27	135	33

OR

FREQUENCY DISTRIBUTION FOR WEAPON

CLASS =	YES	NO	DISPOSE OF	ACQUIRED	UNKNOWN	LOST
# CASES =	133	51	6	11	240	42

FREQUENCY DISTRIBUTION FOR TRAINING

CLASS =	YES	NO	UNKNOWN
# CASES =	144	20	319

FREQUENCY DISTRIBUTION FOR CAPTURED

CLASS =	CAPTURED	TURNED IN
# CASES =	17	10

TABLE D-1 (CONT)

SELECTION CRITERION IS ALL CASES FOR WHICH
ALL CASES SELECTED

NUMBER OF CASES SELECTED = 484

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	484	284	205	151	130	111	94	89	79	75	72	63	59	55	52	51	43	39	37	37	36	35	34	33
ACQUIRED FOOD/WATER	42	50	39	34	31	23	26	20	17	14	12	11	3	5	5	3	3	3	2	2	2	2	1	0
ACQUIRED MEDICAL AID	4	4	1	1	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	127	52	40	29	23	7	10	7	3	4	1	1	2	7	10	5	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	19	4	2	0	3	0	3	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0
GIVEN CLOTHING	48	12	6	2	5	3	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	39	6	3	0	3	1	1	1	0	0	3	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	91	25	11	5	5	4	4	1	1	1	4	1	0	0	0	0	2	0	1	0	1	0	0	0
KILLED SMALL GAME	0	1	0	2	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	9	2	0	2	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	45	62	70	61	48	40	42	44	43	46	45	40	32	27	23	31	29	30	19	20	21	21	22	21

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	32	32	31	31	28	27	10	10	18	18	15	13	13	11	11	11	11	11	11	10	10	10	10	10
ACQUIRED FOOD/WATER	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	21	16	16	16	13	12	11	12	12	12	12	12	12	10	10	10	10	10	10	9	9	9	9	10

55

TABLE D-2 (CON'T)

DETAILED BREAKOUT CONTINUED

	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	10	10	10	10	10	10	10	10	9	9	9	9	9	9	9	9	9	9	9	8	8	8	8	6
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	9	9	9	9	9	8	8	8	8	8	8	8	8	8	8	8	8	8	8	7	7	7	7	6

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TABLE D-2 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	8	7	7	7	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD	
NUMBER OF CASES	6	6	6	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	3240		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	360	.1108	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0040	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0009	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0003	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	334	.1028	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	33	.0102	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	78	.0240	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58	.0179	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	157	.0483	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0028	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20	.0062	
STAYED WITH FAMILY	6	6	6	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	1629	.5015	

TABLE D-2 (CON'T)

CROSSTAB	AGE VS	EVA/POW	THEATER	ZONE	INJURY	BAIL/DITCH	SURV	EQUIP	WEAPON	OFF/EM	CAPT/TURN	TRAINING
NUMBER	OF CASES											
EVA/POW	EVADEE											
THEATER	POW											
	EUROPE											
	MEDITER											
	PACIFIC											
	MID EAST											
	CIB/SEA											
	OTHER											
ZONE	ENEMY TERR											
	OCCUP TERR											
	COMBAT TER											
	FRINDLY TER											
INJURY	NONE											
	HEAD											
	LEG/FOOT											
	ARM											
	BODY											
	MULTIPLE											
BAIL/DITCH	BAILED OUT											
	CRASH LAND											
SURV EQUIP	YES											
	NO											
ABANDONED												
UNKNOWN												
LOST												
WEAPON	YES											
	NO											
DISPOSE OF												
ACQUIRED												
UNKNOWN												
LOST												
OFF/EM	OFFICER											
	ENLISTED											
CAPT/TURN	CAPTURED											
	TURNED IN											
TRAINING	YES											
	NO											
	UNKNOWN											

TABLE D-3

CROSSTAB GROUP SIZE VS OFF/EM EVA/POW THEATER ZONE INJURY BAIL/DITCH SURV EQUIP WEAPON CAPT/TURN TRAINING

GROUP SIZE =	1	2	3	4	5	6	7	8	9
NUMBER OF CASES =	212	57	18	19	56	37	24	16	45
OFF/EM OFFICER ENLISTED	178	30	11	7	34	17	6	6	19
	34	27	7	12	22	20	18	10	26
EVA/POW EVADEE POW	187	53	17	19	56	37	24	16	45
	25	4	1	0	0	0	0	0	0
THEATER EUROPE MEDITER PACIFIC MID EAST CIB/SEA OTHER	26	4	2	0	0	0	0	0	0
	53	19	6	5	9	6	2	8	1
	28	6	6	1	15	6	0	0	11
	2	3	0	0	0	0	0	0	0
	103	25	4	13	32	25	22	8	33
	0	0	0	0	0	0	0	0	0
ZONE ENEMY TERR	10	1	1	0	0	0	0	0	0
OCUPP TERR	200	50	17	19	56	37	24	16	45
COMBAT TER	2	0	0	0	0	0	0	0	0
FRNDLY TER	0	0	0	0	0	0	0	0	0
INJURY NONE HEAD LEG/FOOT ARM BODY MULTIPLE	122	39	13	13	39	33	20	9	37
	17	3	2	0	5	0	0	1	2
	32	3	2	3	3	1	4	3	6
	5	2	0	1	3	0	0	0	0
	2	0	0	2	2	0	0	0	0
	33	10	1	0	4	3	0	3	0
BAIL/DITCH BAILED OUT CRASH LAND	166	38	16	17	35	23	24	16	43
	46	19	2	2	21	14	0	0	1
SURV EQUIP YES NO	114	30	10	18	22	15	15	8	20
	7	4	0	1	13	2	1	0	4
ABANDONED UNKNOWN LOST	15	4	3	0	5	0	0	0	0
	65	10	4	0	6	20	0	8	14
	11	3	1	0	10	0	0	0	8
WEAPON YES NO	53	23	7	8	15	6	9	7	6
	20	7	2	0	6	2	3	1	10
DISPOSE OF ACQUIRED UNKNOWN LOST	3	0	1	0	1	0	0	0	1
	4	0	0	4	0	1	0	0	2
	119	26	6	6	24	26	11	8	14
	13	2	2	0	10	2	1	0	12
CAPT/TURN CAPTURED TURNED IN	12	4	1	0	0	0	0	0	0
	13	0	0	0	0	0	0	0	0
TRAINING YES NO UNKNOWN	65	17	6	7	10	7	9	8	15
	8	4	2	0	6	0	0	0	0
	139	36	10	12	40	29	15	8	30

TABLE D-4

SELECTION CRITERION IS ALL CASES FOR WHICH
GROUP SIZE IS 1

NUMBER OF CASES SELECTED = 212

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
NUMBER OF CASES	212	120	92	71	66	57	49	45	41	37	35	33	32	28	25	25	23	19	17	17	16	15	14	13	
ACQUIRED FOOD/WATER	19	24	23	17	13	13	10	9	8	6	6	4	3	5	5	3	3	3	2	2	2	1	0	0	
ACQUIRED MEDICAL AID	4	2	1	1	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED CLOTHING	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN FOOD/WATER	62	26	14	11	12	3	7	5	3	3	1	1	2	2	0	0	1	1	0	3	1	0	0	0	
GIVEN MEDICAL AID	11	3	2	0	1	0	1	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	
GIVEN CLOTHING	38	9	2	2	3	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	
SELF DEFENSE	25	1	3	0	1	1	1	1	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	
SENSE OF SECURITY	58	14	6	4	2	4	3	1	1	1	0	1	0	0	0	0	2	0	1	0	1	0	0	0	
KILLED SMALL GAME	0	1	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SIGNAL/MARKER	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
STAYED WITH FAMILY	19	24	29	30	23	21	21	21	24	21	22	21	22	19	16	16	15	13	10	8	9	10	10	11	10

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	12	12	12	12	11	10	10	10	10	10	10	9	9	7	7	7	7	7	7	6	6	6	6	6
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	10	10	10	10	9	8	7	8	8	8	8	8	8	6	6	6	6	6	6	6	5	5	5	6

CT

TABLE D-5 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SHALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	4	4	4	4	3

OR

TABLE D-5 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	5	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MO		
NUMBER OF CASES	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1577		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	181	.1148	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11	.0070	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0013	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0006	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	150	.1002	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20	.0127	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	57	.0361	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34	.0216	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	99	.0628	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0019	
STAYED WITH FAMILY	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	833	.5282

SELECTION CRITERION IS ALL CASES FOR WHICH
 GROUP SIZE IS 2 3 4 5 6 7 8 9
 NUMBER OF CASES SELECTED = 272

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	272	164	113	80	64	54	45	44	38	38	37	30	27	27	26	20	20	20	20	20	20	20	20	20
ACQUIRED FOOD/WATER	23	26	16	17	18	10	16	11	9	8	6	7	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	65	26	26	18	11	4	3	2	0	1	0	0	0	5	10	5	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	8	1	0	0	2	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	10	3	4	0	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	14	5	0	0	2	0	0	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	33	11	5	1	3	0	1	0	0	0	4	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	9	2	0	2	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	26	38	41	31	25	27	21	20	22	24	24	18	13	11	7	16	16	20	11	11	11	11	11	11

TABLE D-6

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	20	20	19	19	17	17	8	8	8	8	5	4	4	4	4	4	4	4	4	4	4	4	4	4
NUMBER OF CASES	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	11	6	6	6	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

DETAILED BREAKOUT CONTINUED

	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
DAYS	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
NUMBER OF CASES	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

TABLE D-6 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

TABLE D-6 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD		
NUMBER OF CASES	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	1671		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	179	.1071	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0012	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0006	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	176	.1053	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0078	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21	.0126	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	24	.0144	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58	.0347	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	.0036	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19	.0114	
STAYED WITH FAMILY	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	796	.4764

TABLE D-6 (CON'T)

CROSSTAR	OFF/EM VS	THEATER	ZONE	INJURY SURV EQUIP	WEAPON	EVA/POW BAIL/DITCH	CAPT/TURN	TRAINING
NUMBER	OFF/EM =	OFFICER	ENLISTED					
THEATER	OF CASES =							
	EUROPE	308	176					
	MEDITER	22	10					
	PACIFIC	67	42					
	MID EAST	51	22					
	CIB/SEA	2	3					
	OTHER	166	99					
	OTHER	0	0					
ZONE	ENEMY TERR	7	5					
	OCCUP TERR	299	171					
	COMBAT TER	2	0					
	FRNDLY TER	0	0					
INJURY	NONE	198	127					
	HEAD	24	6					
	LEG/FOOT	36	21					
	ARM	8	3					
	BODY	2	4					
	MULTIPLE	39	15					
SURV EQUIP	YES	166	92					
	NO	21	10					
	ABANDONED	22	5					
	UNKNOWN	78	57					
	LOST	21	12					
WEAPON	YES	80	53					
	NO	30	21					
	DISPOSE OF	6	0					
	ACQUIRED	8	3					
	UNKNOWN	154	86					
	LOST	30	12					
EVA/POW	EVADEE	289	165					
	POW	19	11					
BAIL/DITCH	BAILED OUT	226	152					
	CRASH LAND	81	24					
CAPT/TURN	CAPTURED	11	6					
	TURNED IN	9	5					
TRAINING	YES	95	49					
	NO	11	9					
	UNKNOWN	201	118					

SELECTION CRITERION IS ALL CASES FOR WHICH
OFF/EM IS OFFICER

NUMBER OF CASES SELECTED = 308

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	308	179	133	100	88	74	64	60	52	49	47	48	39	35	32	32	28	25	23	23	22	21	20	19
ACQUIRED FOOD/WATER	29	33	27	24	18	17	17	14	12	9	8	7	3	5	3	3	3	2	2	2	2	1	0	0
ACQUIRED MEDICAL AID	4	2	1	1	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	86	36	23	19	14	4	9	6	2	3	1	1	2	4	4	2	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	16	2	1	0	1	0	2	0	0	0	0	0	1	0	0	0	0	0	0	1	0	0	0	0
GIVEN CLOTHING	41	9	4	2	4	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	23	4	3	0	1	0	1	1	0	0	1	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	68	21	9	4	2	2	4	1	1	1	2	1	0	0	0	0	2	0	1	0	1	0	0	0
KILLED SMALL GAME	0	1	0	2	0	0	0	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	1	1	0	0	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	31	40	48	42	33	32	28	30	28	30	29	26	22	18	19	17	17	11	12	13	13	13	14	14

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	18	18	18	18	16	15	11	11	11	11	10	9	9	7	7	7	7	7	7	7	7	7	7	7
ACQUIRED FOOD/WATER	0	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	14	12	12	12	10	9	9	9	9	9	9	9	9	7	7	7	7	7	7	7	7	7	7	7

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	7	7	7	7	7	7	7	7	6	6	6	6	6	6	6	6	6	6	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	7	7	7	7	6	6	6	6	6	6	6	6	6	6	6	6	6	5	5	5	5	4	4

DETAILED BREAKOUT CONTINUED

	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
DAYS	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

TABLE D-8 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD		
NUMBER OF CASES	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2084		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	250	.1200	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11	.0053	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0014	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0005	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	222	.1063	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	24	.0115	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	63	.0302	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	35	.0168	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	120	.0576	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	.0029	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	.0024	
STAYED WITH FAMILY	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	1105	.5302

TABLE D-8 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH
OFF/EM IS ENLISTED

NUMBER OF CASES SELECTED = 176

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	176	105	72	51	42	37	30	29	27	26	25	23	20	20	20	19	15	14	14	14	14	14	14	14
NUMBER OF CASES	13	17	12	10	13	6	9	6	5	5	4	4	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	41	16	17	10	9	3	1	1	1	1	0	0	0	3	6	3	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	3	2	1	0	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	7	3	2	0	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	16	2	0	0	2	1	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	23	4	2	1	3	2	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	8	1	0	2	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	14	22	22	19	15	16	14	14	15	16	16	14	10	9	7	12	12	13	8	8	8	8	8	7

TABLE D-9

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	14	14	13	13	12	12	7	7	7	7	5	4	4	4	4	4	4	4	4	4	3	3	3	3
NUMBER OF CASES	0	2	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	4	4	4	3	3	2	3	3	3	3	3	3	3	3	3	3	3	3	3	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

TABLE D-9 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

TABLE D-9 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD		
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1164		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	110	.0945	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0017	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0077	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15	.0129	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	23	.0198	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37	.0318	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0026	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15	.0129	
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	524	.4502

TABLE B-9 (CON'T)

CROSSTAB	EVA/POW VS EVA/POW =	THEATER	ZONE	OFF/EM	INJURY	BAIL/DITCH	SURV EQUIP	WEAPON	CAPT/TURN	TRAINING
NUMBER	OF CASES =	EVADEE	POW							
THEATER	EUROPE	19	13							
	MEDITER	94	15							
	PACIFIC	73	0							
	MID EAST	5	0							
	CIB/SEA	263	2							
	OTHER	0	0							
ZONE	ENEMY TERR	2	10							
	OCCUP TERR	450	20							
	COMBAT TER	2	0							
	FRNDLY TER	0	0							
OFF/EM	OFFICER	289	19							
	ENLISTED	165	11							
INJURY	NONE	308	17							
	HEAD	30	0							
	LEG/FOOT	52	5							
	ARM	10	1							
	BODY	5	1							
	MULTIPLE	48	6							
BAIL/DITCH	BAILED OUT	355	23							
	CRASH LAND	98	7							
SURV EQUIP	YES	247	11							
	NO	31	1							
	ABANDONED	24	3							
	UNKNOWN	121	14							
	LOST	32	1							
WEAPON	YES	131	2							
	NO	48	3							
	DISPOSE OF	6	0							
	ACQUIRED	11	0							
	UNKNOWN	218	22							
	LOST	39	3							
CAPT/TURN	CAPTURED	0	17							
	TURNED IN	0	13							
TRAINING	YES	135	9							
	NO	20	0							
	UNKNOWN	298	21							

TABLE D-10

SELECTION CRITERION IS ALL CASES FOR WHICH
EVA/POW IS EVADEE

NUMBER OF CASES SELECTED = 454

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
DAYS	454	269	196	145	124	107	90	86	76	72	69	60	56	52	49	49	42	38	36	36	35	34	33	32	
NUMBER OF CASES	40	48	38	33	31	23	26	20	17	14	12	11	3	5	5	3	3	3	2	2	2	2	1	0	0
ACQUIRED FOOD/WATER	4	4	1	1	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED MEDICAL AID	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED CLOTHING	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN FOOD/WATER	121	49	37	29	23	7	10	7	3	4	1	1	2	7	10	5	1	1	0	3	1	0	0	0	
GIVEN MEDICAL AID	19	4	2	0	3	0	3	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	
GIVEN CLOTHING	47	11	6	2	5	3	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	
SELF DEFENSE	27	5	1	0	3	1	1	1	0	0	3	0	0	0	0	0	1	0	0	0	0	0	0	0	
SENSE OF SECURITY	77	24	9	5	4	4	3	1	1	1	4	1	0	0	0	0	2	0	1	0	1	0	0	0	
KILLED SMALL GAME	0	1	0	2	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SIGNAL/MARKER	9	2	0	2	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
STAYED WITH FAMILY	45	61	69	60	47	48	42	44	43	46	45	40	32	27	23	31	29	30	19	20	21	21	22	21	

TABLE D-11

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	31	31	30	30	27	26	17	17	17	17	14	12	12	10	10	10	10	10	10	9	9	9	9	9
NUMBER OF CASES	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	21	16	16	16	13	12	11	12	12	12	12	12	12	10	10	10	10	10	10	10	9	9	9	10

DETAILED BREAKOUT CONTINUED

	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
DAYS	9	9	9	9	9	9	9	9	9	8	8	8	8	8	8	8	8	8	8	7	7	7	7	7
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	9	9	9	9	9	8	8	8	8	8	8	8	8	8	8	8	8	8	8	7	7	7	7	6

CO
CO

TABLE D-11 (CONT)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	7	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6

TABLE D-31 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD	
NUMBER OF CASES	6	6	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	3088		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	354	.1146	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0042	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0010	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0003	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	322	.1043	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	33	.0107	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	76	.0246	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43	.0139	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	138	.0447	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0029	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20	.0065	
STAYED WITH FAMILY	6	6	6	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	1625	.5262

TABLE D-11 (CONT)

SELECTION CRITERION IS ALL CASES FOR WHICH
EVA/POW IS POW

NUMBER OF CASES SELECTED = 30

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	30	15	9	6	4	4	4	3	3	3	3	3	3	3	3	2	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	6	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	12	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	14	1	2	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	0	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TABLE D-12 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TABLE D-12 (CON'T)

DETAILED BREAKOUT CONTINUED

	73	74	75	76	TOTAL	EVT/MD
DAYS	1	1	1	1	160	
NUMBER OF CASES	0	0	0	0	6	.0375
ACQUIRED FOOD/WATER	0	0	0	0	0	0.0000
ACQUIRED MEDICAL AID	0	0	0	0	0	0.0000
ACQUIRED CLOTHING	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	12	.0750
GIVEN MEDICAL AID	0	0	0	0	0	0.0000
GIVEN CLOTHING	0	0	0	0	2	.0125
SELF DEFENSE	0	0	0	0	15	.0938
SENSE OF SECURITY	0	0	0	0	19	.1188
KILLED SMALL GAME	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	0	0.0000
STAYED WITH FAMILY	0	0	0	0	4	.0250

CROSSTAB	CAPT/TURN VS	THEATER	CAPTURED	ZONE	INJURY SURV	EQUIP	WEAPON	EVA/POW	OFF/EM BAIL/DITCH	TRAINING
NUMBER	CAPT/TURN =	THEATER	CAPTURED	ZONE	INJURY SURV	EQUIP	WEAPON	EVA/POW	OFF/EM BAIL/DITCH	TRAINING
OF CASES =				TURNED IN						
			17	13						
THEATER	EUROPE		7	6						
	MEDITER		10	5						
	PACIFIC		0	0						
	MID EAST		0	0						
	CIB/SEA		0	2						
	OTHER		0	0						
ZONE	ENEMY TERR		6	4						
	OCCUP TERR		11	9						
	COMBAT TER		0	0						
	FRNDLY TER		0	0						
INJURY	NONE		7	10						
	HEAD		0	0						
	LEG/FOOT		3	2						
	ARM		0	1						
	BODY		1	0						
	MULTIPLE		6	0						
SURV EQUIP	YES		5	6						
	NO		0	1						
	ABANDONED		1	2						
	UNKNOWN		10	4						
	LOST		1	0						
WEAPON	YES		1	1						
	NO		1	2						
	DISPOSE OF		0	0						
	ACQUIRED		0	0						
	UNKNOWN		13	9						
	LOST		2	1						
EVA/POW	EVADEE		0	0						
	POW		17	13						
OFF/EM	OFFICER		11	8						
	ENLISTED		6	5						
BAIL/DITCH	BAILED OUT		13	10						
	CRASH LAND		4	3						
TRAINING	YES		5	4						
	NO		0	0						
	UNKNOWN		12	9						

TABLE D-13

SELECTION CRITERION IS ALL CASES FOR WHICH
CAPT/TURN IS CAPTURED

NUMBER OF CASES SELECTED = 17

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	17	7	4	4	4	4	4	3	3	3	3	3	3	3	2	1	1	1	1	1	1	1	1	1
NUMBER OF CASES	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	8	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

DETAILED BREAKOUT CONTINUED

	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TABLE D-14 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	TOTAL	EVT/MD
NUMBER OF CASES	1	1	1	1	130	
ACQUIRED FOOD/WATER	0	0	0	0	4	.0308
ACQUIRED MEDICAL AID	0	0	0	0	0	0.0000
ACQUIRED CLOTHING	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	4	.0308
GIVEN MEDICAL AID	0	0	0	0	0	0.0000
GIVEN CLOTHING	0	0	0	0	1	.0077
SELF DEFENSE	0	0	0	0	6	.0462
SENSE OF SECURITY	0	0	0	0	9	.0692
KILLED SHALL GAME	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	0	0.0000
STAYED WITH FAMILY	0	0	0	0	0	0.0000

SELECTION CRITERION IS ALL CASES FOR WHICH
CAPT/TURN IS TURNED IN

NUMBER OF CASES SELECTED = 13

	1	2	3	4	5	TOTAL	EVT/MD
DAYS	13	8	5	2	2	30	
NUMBER OF CASES	1	1	0	0	0	2	.0667
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0.0000
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0.0000
ACQUIRED CLOTHING	0	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	4	2	2	0	0	8	.2667
GIVEN MEDICAL AID	0	0	0	0	0	0	0.0000
GIVEN CLOTHING	1	0	0	0	0	1	.0333
SELF DEFENSE	6	1	2	0	0	9	.3000
SENSE OF SECURITY	6	1	2	0	1	10	.3333
KILLED SMALL GAME	0	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	0	0	0.0000
STAYED WITH FAMILY	0	1	1	1	1	4	.1333

CROSSTAB	THEATER VS	ZONE	OFF/EM	EVA/POW	INJURY	BAIL/DITCH	SURV EQUIP	WEAPON	CAPT/TURN	TRAINING
	THEATER =	EUROPE	MEDITER	PACIFIC	MID EAST	CIB/SEA	OTHER			
NUMBER	OF CASES =	32	109	73	5	265	0			
ZONE	ENEMY TERR	3	9	0	0	0	0			
	OCCUP TERR	29	99	73	5	264	0			
	COMBAT TER	0	1	0	0	1	0			
	FRNDLY TER	0	0	0	0	0	0			
OFF/EM	OFFICER	22	67	51	2	166	0			
	ENLISTED	10	42	22	3	99	0			
EVA/POW	EVADEE	19	94	73	5	263	0			
	POW	13	15	0	0	2	0			
INJURY	NONE	20	76	43	3	183	0			
	HEAD	1	2	9	0	18	0			
	LEG/FOOT	7	11	5	1	33	0			
	ARM	1	3	3	0	4	0			
	BODY	1	0	2	0	3	0			
	MULTIPLE	2	17	10	1	24	0			
BAIL/DITCH	BAILED OUT	27	95	41	4	211	0			
	CRASH LAND	5	14	32	1	53	0			
SURV EQUIP	YES	14	79	32	3	130	0			
	NO	0	7	14	0	11	0			
	ABANDONED	0	5	3	0	19	0			
	UNKNOWN	15	16	13	2	89	0			
	LOST	3	2	11	0	17	0			
WEAPON	YES	3	23	29	1	77	0			
	NO	1	26	11	0	13	0			
	DISPOSE OF	0	0	1	0	5	0			
	ACQUIRED	0	1	3	0	7	0			
	UNKNOWN	26	54	20	4	136	0			
	LOST	2	5	9	0	26	0			
CAPT/TURN	CAPTURED	7	10	0	0	0	0			
	TURNED IN	6	5	0	0	2	0			
TRAINING	YES	12	80	17	0	35	0			
	NO	1	7	0	1	11	0			
	UNKNOWN	19	22	56	4	218	0			

TABLE D-16

CROSSTAB	ZONE VS	THEATER	INJURY SURV OCCUP TERR	INJURY SURV EQUIP COMBAT TER	WEAPON FRNDLY TER	EVA/POW	CAPT/TURN	OFF/EM BAIL/DITCH	TRAINING
NUMBER	OF CASES	ENEMY TERR	TERR	COMBAT TER	TER				
	12	470	2	0	0				
THEATER									
	3	29	0	0	0				
EUROPE	9	99	1	0	0				
MEDITER	0	73	0	0	0				
PACIFIC	0	5	0	0	0				
MID EAST	0	264	1	0	0				
CIG/SEA	0	0	0	0	0				
OTHER									
INJURY									
	7	318	0	0	0				
NONE	0	30	0	0	0				
HEAD	2	53	2	0	0				
LEG/FOOT	1	10	0	0	0				
ARM	0	6	0	0	0				
BODY	2	52	0	0	0				
MULTIPLE									
SURV EQUIP									
YES	4	253	1	0	0				
NO	1	30	0	0	0				
ABANDONED	0	27	0	0	0				
UNKNOWN	6	128	1	0	0				
LOST	1	32	0	0	0				
WEAPON									
YES	2	131	0	0	0				
NO	0	51	0	0	0				
DISPOSE OF	0	5	1	0	0				
ACQUIRED	0	11	0	0	0				
UNKNOWN	10	229	1	0	0				
LOST	0	42	0	0	0				
EVA/POW									
EVADEE	2	450	2	0	0				
POW	10	20	0	0	0				
CAPT/TURN									
CAPTURED	6	11	0	0	0				
TURNED IN	4	9	0	0	0				
OFF/EM									
OFFICER	7	299	2	0	0				
ENLISTED	5	171	0	0	0				
BAIL/DITCH									
BAILED OUT	8	368	2	0	0				
CRASH LAND	4	101	0	0	0				
TRAINING									
YES	4	139	1	0	0				
NO	0	21	0	0	0				
UNKNOWN	8	310	1	0	0				

SELECTION CRITERION IS ALL CASES FOR WHICH
THEATER IS EUROPE

NUMBER OF CASES SELECTED = 32

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	32	20	14	10	10	7	6	6	6	6	6	6	6	5	5	4	3	2	2	2	2	2	2	2
NUMBER OF CASES	3	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	10	4	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	5	2	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	11	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	3	3	5	5	4	4	4	4	4	4	4	4	3	3	3	3	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SHALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

TABLE D-18 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

TABLE D-18 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD			
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	311			
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.0257		
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0547	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0032	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0289	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0161	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0418	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	218	.7010

SELECTION CRITERION IS ALL CASES FOR WHICH
THEATER IS HETTER

NUMBER OF CASES SELECTED = 109

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	109	37	28	21	17	16	14	12	10	9	8	8	7	7	7	7	7	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	2	2	2	1	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	29	14	5	0	2	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	7	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	13	3	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	13	1	2	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	28	2	2	1	0	1	2	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	10	12	14	13	11	10	10	8	8	7	7	6	6	6	5	5	4	4	4	4	4	4	3

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	5	5	5	5	5	5	5	5	5	5	5	4	4	3	3	3	3	3	3	3	2	2	2	2
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	3	3	3	3	2	3	3	3	3	3	3	2	2	2	2	2	2	2	1	1	1	1

DETAILED BREAKOUT CONTINUED

	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
DAYS	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

DETAILED BREAKOUT CONTINUED

	73	74	75	76	TOTAL	EVT/MD
DAYS	1	1	1	1	4	86
NUMBER OF CASES	0	0	0	0	12	.0247
ACQUIRED FOOD/WATER	0	0	0	0	0	0.0000
ACQUIRED MEDICAL AID	0	0	0	0	0	0.0000
ACQUIRED CLOTHING	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	1	1	.0021
FORCED MEDICAL AID	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	53	.1091
GIVEN MEDICAL AID	0	0	0	0	8	.0165
GIVEN CLOTHING	0	0	0	0	19	.0391
SELF DEFENSE	0	0	0	0	19	.0391
SENSE OF SECURITY	0	0	0	0	37	.0761
KILLED SMALL GAME	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	0	0.0000
STAYED WITH FAMILY	0	0	0	0	232	.4774

SELECTION CRITERION IS ALL CASES FOR WHICH
THEATER IS PACIFIC

NUMBER OF CASES SELECTED = 73

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	73	59	44	42	35	33	29	29	22	21	21	20	17	15	14	14	14	13	11	11	10	10	9	9
ACQUIRED FOOD/WATER	17	20	14	18	15	12	12	12	6	6	7	3	2	4	4	2	2	2	1	1	1	1	0	0
ACQUIRED MEDICAL AID	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	15	5	6	10	7	1	2	4	2	2	1	1	1	1	0	0	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	4	0	0	0	1	0	2	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	2	1	2	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	1	5	1	0	2	0	0	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	6	7	7	0	2	2	1	0	1	0	3	0	0	0	0	0	1	0	0	0	1	0	0	0
KILLED SMALL GAME	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	2	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	5	5	5	7	7	8	8	8	7	8	7	7	8	9	9	8	6	7	8	8	9	9

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	9	9	9	9	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	9	9	9	9	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	6

TABLE D-20 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

TABLE D-20 (CON'T)

DETAILED BREAKOUT CONTINUED

	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
DAYS	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

TABLE D-20 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD		
NUMBER OF CASES	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	1051		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	164	.1560	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0029	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0019	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64	.0609	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8	.0076	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	.0057	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	12	.0114	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	33	.0314	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0010	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8	.0076	
STAYED WITH FAMILY	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	646	.6147	

SELECTION CRITERION IS ALL CASES FOR WHICH
THEATER IS MID EAST

NUMBER OF CASES SELECTED	DAYS			TOTAL EVT/MD
	1	2	3	
5	1	2	3	5
NUMBER OF CASES	5	5	2	12
ACQUIRED FOOD/WATER	0	0	0	0.0000
ACQUIRED MEDICAL AID	0	1	0	1 .0833
ACQUIRED CLOTHING	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0.0000
GIVEN FOOD/WATER	2	3	0	5 .4167
GIVEN MEDICAL AID	0	0	0	0.0000
GIVEN CLOTHING	1	0	0	1 .0833
SELF DEFENSE	0	0	0	0.0000
SENSE OF SECURITY	0	0	0	0.0000
KILLED SMALL GAME	0	0	0	0.0000
SIGNAL/MARKER	1	0	0	1 .0833
STAYED WITH FAMILY	1	0	2	3 .2500

SELECTION CRITERION IS ALL CASES FOR WHICH
THEATER IS CIB/SEA

NUMBER OF CASES SELECTED = 265

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	19	19	19	19	20	21	22	23	24	
DAYS	265	163	117	78	68	55	45	42	41	39	37	29	29	28	26	26	19	19	19	19	19	19	19	19	20	21	22	23	24
NUMBER OF CASES	20	25	21	14	15	10	12	8	9	8	5	8	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0
ACQUIRED FOOD/WATER	3	1	1	1	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	71	26	28	17	14	5	7	3	0	2	0	0	1	6	10	5	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	7	3	2	0	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	27	6	3	0	4	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	20	0	0	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	44	15	2	4	2	1	1	1	0	1	1	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	1	0	1	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	8	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	32	46	48	37	25	26	21	22	23	26	27	21	15	11	6	14	12	16	7	7	7	7	7	7	7	7	7	7	7

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	16	16	15	15	15	15	6	6	6	6	3	2	2	1	1	1	1	1	1	1	1	1	1	1
NUMBER OF CASES	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	TOTAL	EVT/MD
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1388	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	176	.1268
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0065
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0007
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	195	.1405
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	16	.0115
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43	.0310
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	22	.0159
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	74	.0533
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8	.0058
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11	.0079
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	530	.3818

TABLE D-22 (CON'T)

CROSTAB	INJURY VS	THEATER	ZONE	WEAPON	EVA/POW	ARM	OFF/EM	SURV	EQUIP	BAIL/DITCH	CAPT/TURN	TRAINING
NUMBER	OF CASES	NONE	HEAD	LEG/FOOT	ARMS	ARM	BODY	MULTIPLE				
		325	30	57	11		6	54				
THEATER	INJURY =											
	EUROPE	20	1	7	1		1	2				
	MEDITER	76	2	11	3		0	17				
	PACIFIC	43	9	5	3		2	10				
	MID EAST	3	0	1	0		0	1				
	CIB/SEA	183	18	33	4		3	24				
	OTHER	0	0	0	0		0	0				
ZONE	ENEMY TERR	7	0	2	1		0	2				
	OCCUP TERR	318	30	53	10		6	52				
	COMBAT TER	0	0	2	0		0	0				
	FRNDLY TER	0	0	0	0		0	0				
WEAPON	YES	88	9	13	4		3	16				
	NO	36	2	7	0		0	6				
DISPOSE OF	ACQUIRED	3	0	3	0		0	0				
	UNKNOWN	6	2	3	0		0	0				
	LOST	166	13	29	4		1	26				
		25	4	2	3		2	6				
EVA/POW	EVADEE	308	30	52	10		5	48				
	POW	17	0	5	1		1	6				
OFF/EM	OFFICER	198	24	36	8		2	39				
	ENLISTED	127	6	21	3		4	15				
SURV EQUIP	YES	178	15	30	6		3	25				
	NO	21	1	4	0		1	4				
	ABANDONED	18	2	2	1		1	3				
	UNKNOWN	94	8	16	2		0	15				
	LOST	14	4	5	2		1	7				
BAIL/DITCH	BAILED OUT	258	16	50	7		4	42				
	CRASH LAND	67	14	6	4		2	12				
CAPT/TURN	CAPTURED	7	0	3	0		1	6				
	TURNED IN	10	0	3	1		0	0				
TRAINING	YES	98	6	16	6		1	17				
	NO	15	1	1	0		0	3				
	UNKNOWN	212	23	39	5		5	34				

SELECTION CRITERION IS ALL CASES FOR WHICH
INJURY IS NONE

NUMBER OF CASES SELECTED = 325

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	325	191	140	102	84	69	58	53	46	45	44	39	35	34	33	32	25	22	21	21	21	21	21	21
ACQUIRED FOOD/WATER	26	34	26	20	18	13	18	12	12	11	8	8	2	4	3	1	1	1	1	1	1	1	1	0
ACQUIRED MEDICAL AID	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	79	34	27	23	14	4	7	3	2	1	0	1	1	6	10	5	1	1	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	31	9	5	2	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	26	3	2	0	3	1	1	0	0	0	3	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	57	13	8	1	5	2	3	0	0	0	3	0	0	0	0	0	1	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	6	1	0	2	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	33	41	48	41	33	33	27	26	25	28	28	23	15	11	9	16	17	18	9	9	9	9	10	9

TABLE D-24

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	20	20	20	20	19	10	10	10	10	10	8	6	6	5	5	5	5	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	3	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	9	6	6	6	6	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4

TABLE D-24 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2

TABLE D-24 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	4	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD		
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1942		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	231	.1189	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0015	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0005	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0005	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	219	.1128	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0010	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	53	.0273	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40	.0206	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	93	.0479	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	.0031	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15	.0077	
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	817	.4207

TABLE D-24 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH
 INJURY IS HEAD LEG/FOOT ARM BODY MULTIPLE

NUMBER OF CASES SELECTED = 158

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	158	93	65	49	46	42	36	36	33	30	28	24	24	21	19	19	18	17	16	16	15	14	13	12
NUMBER OF CASES	16	16	13	14	13	10	8	8	5	3	4	3	1	1	2	2	2	2	1	1	1	1	0	0
ACQUIRED FOOD/WATER	4	4	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	48	18	13	6	9	3	3	4	1	3	1	0	1	1	0	0	0	0	0	0	3	1	0	0
GIVEN MEDICAL AID	19	4	2	0	1	0	3	0	0	0	0	0	1	0	0	0	0	0	0	1	0	0	0	0
GIVEN CLOTHING	17	3	1	0	1	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	13	3	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	33	12	3	4	0	2	1	1	1	1	1	1	0	0	0	0	1	0	1	0	1	0	0	0
KILLED SMALL GAME	0	1	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	3	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	12	21	22	20	15	15	15	15	18	18	18	17	17	17	16	14	13	12	12	10	11	12	12	12

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	12	12	11	11	8	8	8	8	8	8	7	7	7	6	6	6	6	6	6	5	5	5	5	5
NUMBER OF CASES	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	12	10	10	10	7	7	6	7	7	7	7	7	7	7	6	6	6	6	6	5	5	5	5	6

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	4	4	4	4	4
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	4	4	4	4	4

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	1305	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	129	.0989
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10	.0077
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0015
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	115	.0881
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31	.0238
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25	.0192
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	18	.0138
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	63	.0483
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0023
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	.0038
STAYED WITH FAMILY	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	812	.6222

CROSSTAB	BAIL/DITCH VS	THEATER	ZONE	INJURY SURV EQUIP	WEAPON	EVA/POW	OFF/EM	CAPT/TURN	TRAINING
	BAIL/DITCH =	BAILD OUT	CRASH LAND						
NUMBER	OF CASES =	378	105						
THEATER	EUROPE	27	5						
	MEDITER	95	14						
	PACIFIC	41	32						
	MID EAST	4	1						
	CIB/SEA	211	53						
	OTHER	0	0						
ZONE	ENEMY TERR	8	4						
	OCCUP TERR	368	101						
	COMBAT TER	2	0						
	FRNDLY TER	0	0						
INJURY	NONE	258	67						
	HEAD	16	14						
	LEG/FOOT	50	6						
	ARM	7	4						
	BODY	4	2						
	MULTIPLE	42	12						
SURV EQUIP	YES	209	49						
	NO	20	11						
	ABANDONED	17	10						
	UNKNOWN	110	25						
	LOST	22	10						
WEAPON	YES	101	32						
	NO	43	8						
	DISPOSE OF	5	0						
	ACQUIRED	11	0						
	UNKNOWN	185	55						
	LOST	32	10						
EVA/POW	EVADEE.	355	98						
	POW	23	7						
OFF/EM	OFFICER	226	81						
	ENLISTED	152	24						
CAPT/TURN	CAPTURED	13	4						
	TURNED IN	10	3						
TRAINING	YES	125	19						
	NO	17	3						
	UNKNOWN	235	83						

TABLE D-26

SELECTION CRITERION IS ALL CASES FOR WHICH
BAIL/DITCH IS BAILED OUT

NUMBER OF CASES SELECTED = 378

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
NUMBER OF CASES	378	221	156	108	90	78	65	62	57	53	51	47	43	40	40	34	31	29	29	29	29	29	29	28	
ACQUIRED FOOD/WATER	23	29	18	16	17	13	12	9	10	8	8	10	3	4	4	3	3	3	2	2	2	2	1	0	0
ACQUIRED MEDICAL AID	3	2	0	0	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	106	40	30	23	19	7	4	5	2	1	0	0	1	6	10	5	1	1	0	2	0	0	0	0	0
GIVEN MEDICAL AID	13	3	0	0	3	0	2	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	0
GIVEN CLOTHING	40	9	5	2	4	3	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	32	0	0	0	1	1	1	0	0	0	3	0	0	0	0	0	1	0	0	0	0	0	0	0	0
SENSE OF SECURITY	75	9	6	4	2	2	2	0	0	1	4	1	0	0	0	0	2	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	9	2	0	2	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	40	53	59	49	42	40	36	35	34	35	34	31	24	20	16	24	23	25	15	16	17	17	18	17	17

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	28	28	27	27	25	24	15	15	15	15	12	10	10	8	8	8	8	8	8	8	8	8	8	8
ACQUIRED FOOD/WATER	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	17	12	12	12	10	9	9	9	9	9	9	9	9	9	7	7	7	7	7	7	7	7	7	8

TABLE D-27 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD	
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	2305		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	295	.1280	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10	.0043	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0009	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0004	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	232	.1007	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	22	.0095	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	50	.0217	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40	.0174	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	105	.0456	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0039	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	12	.0052	
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	1140	.4946

TABLE D-90 (CONT)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

TABLE D-40 (CONT)

DETAILED BREAKOUT CONTINUED

	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
DAYS	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

TABLE D-40 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	22	22	21	21	18	18	9	9	9	9	6	5	5	5	5	5	5	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	4	4	4	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	13	8	8	8	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	6

TABLE D-40 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH
TRAINING IS UNKNOWN

NUMBER OF CASES SELECTED = 319

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
NUMBER OF CASES	319	202	149	112	100	86	73	70	62	59	57	50	46	42	40	39	31	28	27	27	26	25	24	23	
ACQUIRED FOOD/WATER	33	38	29	26	28	19	21	16	14	12	10	10	2	4	5	3	3	3	2	2	2	2	1	0	0
ACQUIRED MEDICAL AID	3	4	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	85	30	26	20	16	5	8	6	3	2	1	1	2	6	10	5	1	1	0	3	1	0	0	0	
GIVEN MEDICAL AID	11	3	2	0	3	0	2	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	
GIVEN CLOTHING	31	7	3	0	5	2	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	
SELF DEFENSE	27	5	1	0	2	0	1	0	0	0	3	0	0	0	0	0	1	0	0	0	0	0	0	0	
SENSE OF SECURITY	58	18	6	3	4	3	2	0	1	1	4	1	0	0	0	0	2	0	1	0	1	0	0	0	
KILLED SMALL GAME	0	1	0	2	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SIGNAL/MARKER	3	0	0	2	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
STAYED WITH FAMILY	36	50	56	46	34	36	31	32	32	36	36	31	23	18	13	21	19	21	11	11	12	12	13	13	

DETAILED BREAKOUT CONTINUED

	DAYS	73 TOTAL EVT/MD
NUMBER OF CASES	1	111
ACQUIRED FOOD/WATER	0	9 .0811
ACQUIRED MEDICAL AID	0	0 0.0000
ACQUIRED CLOTHING	0	1 .0090
FORCED FOOD/WATER	0	0 0.0000
FORCED MEDICAL AID	0	0 0.0000
FORCED CLOTHING	0	0 0.0000
GIVEN FOOD/WATER	0	11 .0991
GIVEN MEDICAL AID	0	1 .0090
GIVEN CLOTHING	0	5 .0450
SELF DEFENSE	0	7 .0631
SENSE OF SECURITY	0	8 .0721
KILLED SMALL GAME	0	0 0.0000
SIGNAL/MARKER	0	4 .0360
STAYED WITH FAMILY	0	69 .6216

DETAILED BREAKOUT CONTINUED

	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
DAYS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

TABLE D-39 (CON'T)

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

SELECTION CRITERION IS ALL CASES FOR WHICH TRAINING IS

NUMBER OF CASES SELECTED = 20

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	20	8	5	3	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	5	4	0	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	4	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	TOTAL	EVT/NO
NUMBER OF CASES	1	1	1	1	829	
ACQUIRED FOOD/WATER	0	0	0	0	56	.0676
ACQUIRED MEDICAL AID	0	0	0	0	3	.0036
ACQUIRED CLOTHING	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	91	.1096
GIVEN MEDICAL AID	0	0	0	0	10	.0121
GIVEN CLOTHING	0	0	0	0	23	.0277
SELF DEFENSE	0	0	0	0	11	.0133
SENSE OF SECURITY	0	0	0	0	44	.0531
KILLED SMALL GAME	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	4	.0045
STAYED WITH FAMILY	1	1	1	1	419	.5054

DETAILED BREAKOUT CONTINUED

	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
DAYS	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1

TABLE D-38 (CON'T)

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	9	9	9	9	9	8	8	8	8	8	8	7	7	5	5	5	5	5	5	4	4	4	4	4
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	7	7	7	7	6	5	6	6	6	6	6	6	6	4	4	4	4	4	3	3	3	3	3

SELECTION CRITERION IS ALL CASES FOR WHICH TRAINING IS YES

NUMBER OF CASES SELECTED = 144

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	144	73	50	36	28	23	19	17	15	14	14	12	12	12	11	11	11	10	9	9	9	9	9	9
ACQUIRED FOOD/WATER	8	11	9	7	2	3	4	3	2	2	2	1	1	1	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	1	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	37	18	14	8	7	2	2	1	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	7	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
GIVEN CLOTHING	13	5	3	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	5	1	2	0	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	25	7	5	2	1	1	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	8	11	12	14	14	11	10	11	10	9	8	8	8	8	9	9	9	8	7	8	8	8	8	7

TABLE D-38

CROSSTAB	TRAINING VS TRAINING #	EVA/POW	THEATER	ZONE	WEAPON	OFF/EM · CAPT/TURN
NUMBER OF CASES	144	20	20	319		
EVA/POW	135	9	20	290		
THEATER				21		
	EUROPE	12	1	19		
	MEDITER	80	7	22		
	PACIFIC	17	0	56		
	MID EAST	0	1	4		
	CIB/SEA	35	11	210		
	OTHER	0	0	0		
ZONE	ENEMY TERR	4	0	8		
	OCCUP TERR	139	20	310		
	COMBAT TER	1	0	1		
	FRNDLY TER	0	0	0		
INJURY	NONE	98	15	212		
	HEAD	6	1	22		
	LEG/FOOT	16	1	39		
	ARM	6	0	5		
	BODY	1	0	5		
	MULTIPLE	17	3	34		
BAIL/DITCH	BAILED OUT	125	17	235		
	CRASH LAND	19	3	83		
SURV EQUIP	YES	111	13	133		
	NO	8	2	22		
ABANDONED		6	1	20		
UNKNOWN		11	1	123		
LOST		8	3	22		
WEAPON	YES	41	9	83		
	NO	35	3	13		
DISPOSE OF		0	1	5		
ACQUIRED		3	0	7		
UNKNOWN		56	7	177		
LOST		9	0	33		
OFF/EM	OFFICER	95	11	201		
	ENLISTED	49	9	118		
CAPT/TURN	CAPTURED	5	0	12		
	TURNED IN	4	0	9		

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD		
NUMBER OF CASES	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	1359		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	115	.0846	
ACQUIRED MEDICAL AID,	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	.0037	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0007	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	145	.1067	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	14	.0103	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	38	.0280	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19	.0140	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	60	.0442	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0007	
STAYED WITH FAMILY	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	738	.5430

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	5	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
*STAYED WITH FAMILY	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	9	9	8	8	8	7	7	7	7	7	7	6	6	5	5	5	5	5	5	5	5	5	5	5
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	6	6	6	6	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4

SELECTION CRITERION IS ALL CASES FOR WHICH WEAPON IS UNKNOWN

NUMBER OF CASES SELECTED = 240

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	240	131	84	57	51	40	35	33	29	28	26	24	23	21	20	19	14	10	9	9	9	9	9	9
ACQUIRED FOOD/WATER	18	16	19	12	7	6	6	4	4	4	3	4	1	2	2	1	1	1	1	1	1	1	0	0
ACQUIRED MEDICAL AID	1	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	72	25	14	7	6	2	2	1	1	1	0	1	1	3	6	3	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	9	2	1	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	27	5	1	2	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	13	1	2	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	42	5	2	2	2	1	2	0	0	1	1	1	0	0	0	0	1	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	18	25	32	29	27	22	23	22	19	20	20	16	14	12	12	12	11	8	7	7	7	7	6	7

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD		
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	041		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	33	.0392	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0036	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	54	.0642	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0155	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	.0202	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11	.0131	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34	.0404	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	482	.5731

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	
DAYS	14	14	14	14	13	13	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	4	4	4	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

SELECTION CRITERION IS ALL CASES FOR WHICH WEAPON IS NO DISPOSE OF LOST

NUMBER OF CASES SELECTED = 99

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	99	58	44	32	25	23	22	22	20	19	19	18	18	17	17	16	16	16	16	16	16	15	15	14
ACQUIRED FOOD/WATER	7	2	1	5	1	2	2	3	1	0	1	1	0	0	1	1	1	1	1	1	1	0	0	0
ACQUIRED MEDICAL AID	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	25	11	6	4	4	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	9	1	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	9	1	3	0	1	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	9	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	20	5	4	3	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	17	20	21	16	14	13	13	16	16	17	17	17	17	8	7	15	14	14	5	5	5	5	5	5

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	TOTAL	EVT/MD		
NUMBER OF CASES	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1047		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	212	.2025	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	.0046	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0029	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	134	.1280	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	.0057	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	23	.0220	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	28	.0267	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	63	.0602	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0086	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19	.0181	
STAYED WITH FAMILY	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	409	.3906

TABLE D-34 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
DAYS	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	9	9	9	9	7	7	7	7	7	7	4	3	3	2	2	2	2	2	2	2	2	2	2	2
NUMBER OF CASES	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	9	5	5	5	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2

TABLE D-34 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH WEAPON IS YES ACQUIRED

NUMBER OF CASES SELECTED = 144

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	144	95	77	62	54	40	37	34	30	28	27	21	18	17	15	15	13	13	12	12	11	11	10	10
NUMBER OF CASES	17	32	19	17	23	15	18	13	12	10	8	6	2	3	2	1	1	1	0	0	0	0	0	0
ACQUIRED FOOD/WATER	2	1	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	29	16	20	18	13	2	7	6	2	3	1	0	1	4	4	2	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	1	1	1	0	1	0	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	12	6	2	0	2	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	17	4	1	0	3	0	0	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	29	15	5	0	3	3	2	0	1	0	3	0	0	0	0	0	1	0	0	0	1	0	0	0
KILLED SMALL GAME	0	1	0	2	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	8	2	0	2	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	10	17	17	16	7	13	6	6	8	9	8	7	10	7	4	4	4	6	7	8	9	9	9	9

CROSSTAB	WEAPON VS THEATER	ZONE	OFF/EM	INJURY BAIL/DITCH	SURV EQUIP	EVA/POW	CAPT/TURN	TRAINING
NUMBER	WEAPON = OF CASES =	YES	NO DISPOSE OF	ACQUIRED	UNKNOWN	LOST		
	EUROPE	3	1	0	26	2		
	MEDITER	23	26	0	54	5		
	PACIFIC	29	11	1	20	9		
	MID EAST	1	0	0	4	0		
	CIB/SEA	77	13	5	136	26		
	OTHER	0	0	0	0	0		
	ZONE ENEMY TERR	2	0	0	10	0		
	OCCUP TERR	131	51	5	229	42		
	COMBAT TER	0	0	1	1	0		
	FRNDLY TER	0	0	0	0	0		
	OFF/EM OFFICER ENLISTED	80	30	6	154	30		
		53	21	0	86	12		
	INJURY NONE	88	36	3	166	25		
	HEAD	9	2	0	13	4		
	LEG/FOOT	13	7	3	29	2		
	ARM	4	0	0	4	3		
	BODY	3	0	0	1	2		
	MULTIPLE	16	6	0	26	6		
	BAIL/DITCH BAILED OUT	101	43	5	185	32		
	CRASH LAND	32	8	0	55	10		
	SURV EQUIP YES	94	35	1	100	16		
	NO	15	8	1	8	0		
	ABANDONED	11	2	1	11	2		
	UNKNOWN	8	5	2	115	5		
	LOST	5	1	2	6	19		
	EVA/POW EVADEE	131	48	6	218	39		
	POW	2	3	0	22	3		
	CAPT/TURN CAPTURED	1	1	0	13	2		
	TURMED IN	1	2	0	9	1		
	TRAINING YES	41	35	0	56	9		
	NO	9	3	1	7	0		
	UNKNOWN	83	13	5	177	33		

TABLE D-33

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD		
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	755		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	29	.0384	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	77	.1020	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	7	.0093	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20	.0265	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0119	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	35	.0464	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	444	.5881

TABLE D-32 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

TABLE D-32 (CON'T)

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	6	6	5	5	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	4	4	4	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

TABLE D-32 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH
SURV EQUIP IS UNKNOWN

NUMBER OF CASES SELECTED = 135

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	135	72	41	28	23	20	19	18	18	18	18	17	16	15	15	14	9	7	7	7	7	6	6	6
ACQUIRED FOOD/WATER	3	4	4	3	2	2	2	1	1	1	1	3	0	1	1	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	37	15	5	3	2	1	0	0	1	0	0	1	0	3	6	3	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	3	1	1	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	16	1	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	25	5	0	2	0	0	1	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	10	9	19	16	12	11	11	14	14	14	15	11	10	9	9	9	8	6	6	6	6	6	6	5

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD		
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	893		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	60	.0896	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0034	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	72	.0806	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11	.0123	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0146	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	23	.0258	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	48	.0538	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0022	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0101	
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	495	.5543

TABLE D-31 (CONT)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

TABLE D-31 (CON'T)

DETAILED BREAKOUT CONTINUED

	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
DAYS	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SHALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	11	11	11	11	11	10	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	5	4	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	3	4

TABLE D-31 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH
 SURV EQUIP IS NO AFANDONED LOST
 NUMBER OF CASES SELECTED = 91

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	91	61	53	41	36	31	29	28	21	20	19	16	14	13	13	13	13	13	13	13	12	12	12	12
NUMBER OF CASES	11	3	8	10	6	9	10	8	5	4	5	1	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	2	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	25	11	11	8	12	0	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	10	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	9	0	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	14	5	1	0	0	0	0	1	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	29	8	2	3	1	2	0	1	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	1	1	0	2	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	11	18	19	14	11	12	12	14	13	12	12	12	6	5	5	11	11	11	11	5	5	5	5	5

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD	
NUMBER OF CASES	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1600	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	251	.1569
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10	.0063
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0019
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0006
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	185	.1156
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15	.0094
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	45	.0281
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	26	.0163
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	74	.0463
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	7	.0044
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11	.0069
STAYED WITH FAMILY	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	690	.4313

TABLE D-30 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

TABLE D-30 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2

TABLE D-30 (CON'T)

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	15	15	15	15	14	14	11	11	11	11	8	7	7	6	6	6	6	6	6	6	5	5	5	5
NUMBER OF CASES	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	11	7	7	7	6	6	5	6	6	6	6	6	6	5	5	5	5	5	5	4	4	4	4	4

TABLE D-30 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH
SURV EQUIP IS YES

NUMBER OF CASES SELECTED = 258

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	258	151	111	82	71	60	46	43	40	37	35	30	29	27	24	24	21	19	17	17	17	17	16	15
NUMBER OF CASES	28	43	27	21	23	12	14	11	11	9	6	7	3	4	4	3	3	3	2	2	2	1	0	0
ACQUIRED FOOD/WATER	4	2	1	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	65	26	24	18	9	6	8	4	2	4	1	0	2	4	4	2	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	6	3	1	0	2	0	1	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0
GIVEN CLOTHING	23	11	3	1	3	2	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	16	1	2	0	3	1	1	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	37	12	9	0	4	2	3	0	1	1	1	1	0	0	0	0	2	0	0	0	1	0	0	0
KILLED SMALL GAME	0	0	0	1	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	8	1	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	24	35	32	31	25	25	19	16	16	19	18	17	16	13	9	11	10	13	8	9	10	10	11	11

TABLE D-30

CROSSTAB SURV EQUIP VS	EVA/POW		THEATER		ZONE		OFF/EM		INJURY		WEAPON BAIL/DITCH		CAPT/TURN		TRAINING	
	NUMBER	OF CASES =	YES	NO	ABANDONED	UNKNOWN	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST
SURV EQUIP =	258		258	31	27	135	33									
EVA/POW	247	EVADEE	247	30	24	121	32									
	11	POW	11	1	3	14	1									
THEATER	14	EUROPE	14	0	0	15	3									
	79	MEDITER	79	7	5	16	2									
	32	PACIFIC	32	14	3	13	11									
	3	MID EAST	3	0	0	2	0									
	130	CIB/SEA	130	10	19	89	17									
	0	OTHER	0	0	0	0	0									
ZONE ENEMY TERR	4		4	1	0	6	1									
OCUP TERR	253		253	30	27	128	32									
COMBAT TER	1		1	0	0	1	0									
FRNDLY TER	0		0	0	0	0	0									
OFF/EM	166	OFFICER	166	21	22	78	21									
	92	ENLISTED	92	10	5	57	12									
INJURY	178	NONE	178	21	18	94	14									
	15	HEAD	15	1	2	8	4									
	30	LEG/FOOT	30	4	2	16	5									
	6	ARM	6	0	1	2	2									
	3	BODY	3	1	1	0	1									
	25	MULTIPLE	25	4	3	15	7									
WEAPON	94	YES	94	15	11	8	5									
	35	NO	35	8	2	5	1									
DISPOSE OF	1		1	0	1	2	2									
ACQUIRED	11		11	0	0	0	0									
UNKNOWN	100		100	8	11	115	6									
LOST	16		16	0	2	5	19									
BAIL/DITCH	209	BAILED OUT	209	20	17	110	22									
	49	CRASH LAND	49	11	10	25	10									
CAPT/TURN	5	CAPTURED	5	0	1	10	1									
	6	TURNED IN	6	1	2	4	1									
TRAINING	111	YES	111	8	6	11	8									
	13	NO	13	2	1	1	3									
	133	UNKNOWN	133	21	20	123	22									

TABLE D-29

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD		
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	795		
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	148	.1862	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	.0063	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0013	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	71	.0893	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10	.0126	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0164	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19	.0239	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49	.0616	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	7	.0088	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0013	
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	384	.4830

DETAILED BREAKOUT CONTINUED

	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
DAYS	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
NUMBER OF CASES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	3	3	2	3	3	3	3	3	3	3	3	3	3	3	3	3	2	2	2	2

SELECTION CRITERION IS ALL CASES FOR WHICH
BAIL/DITCH IS CRASH LAND

NUMBER OF CASES SELECTED = 105

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	105	63	49	43	40	33	29	27	22	22	21	16	16	15	12	11	9	8	8	8	7	6	5	5
ACQUIRED FOOD/WATER	19	21	21	18	14	10	14	11	7	6	4	1	0	1	1	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	1	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	21	12	10	6	4	0	6	2	1	3	1	1	1	1	0	0	0	0	0	0	1	1	0	0
GIVEN MEDICAL AID	6	1	2	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	8	3	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	7	6	3	0	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	16	16	5	1	3	2	2	1	1	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0
KILLED SMALL GAME	0	0	0	1	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	9	11	12	6	8	6	9	9	11	11	9	8	7	7	7	6	5	4	4	4	4	4	4

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	2452	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	212	.0865
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8	.0033
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0012
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	263	.1073
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	23	.0094
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	65	.0265
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	39	.0159
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	108	.0440
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0008
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19	.0077
STAYED WITH FAMILY	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	1245	.5077

TABLE D-27 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	6	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

TABLE D-27 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	8	8	8	8	8	8	8	8	7	7	7	7	7	7	7	7	7	7	6	6	6	6	6	6
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	7	7	7	7	6	6	6	6	6	6	6	6	6	6	6	6	6	6	5	5	5	4	4

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