

Opening extract from

# **The Famous Five's Survival Guide**

Written by

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## CHAPTER ONE

# A Curious Caller

It all started during one of our lovely summer holidays at Kirrin Cottage. The Famous Five were together again and planning a camping holiday in the woods for our last week or two before the start of a new school term. We were excited to bursting! Our woodland holiday would start in just a few days. Then something strange happened that made us change all our plans. Looking back over our diary entries on that fateful day, we feel that George and Dick together have perfectly captured the incident of the curious caller.

From the desk of *Georgia* Kirrin

*August 16th, 1959*

Mother and Father had a strange caller stop by the cottage today, a woman reporter. She asked after Henry John Kirrin, my and the cousins' great-great-great-grandfather. She said she was writing a book about old sea captains and was researching Captain HJK and the wrecking of his ship, the Peregrine, somewhere off Lands End about 100 years ago. We were startled by her words, though we know HJK wrecked at least one other ship. That went down right here, by my very own Kirrin Island. The cousins and I found treasure aboard and a box full of the Captain's papers (which I've still got somewhere). Father took the reporter's card and said he would call if he found any of HJK's papers. I'll not be sharing that box with her, that's for certain!

I found the reporter quite odd. She's a tall, waspish woman who wears pearls and the most absurd red, high-heeled shoes. Really! I thought reporters had to chase down a story. In shoes of that sort she couldn't even walk down a story ... and I could tell Timmy didn't care much for her either.

Mother's calling. We've got roast beef and all the trimmings for tea!

BEVERLY BUTLERTON

REPORTER

Telephone: Fleet Street 2691

D.K. 16th August, 1959

A rather peculiar woman came to Kirrin Cottage today. She asked Uncle Quentin and Aunt Fanny about old Captain Kirrin and the ship he lost back in the 1850s. Well, I'm very excited about it! After all, the last time we explored one of the Captain's wrecks, we found a map that led us right to the lost Kirrin treasure! Now we learn that he was captain of another ship that went down!

I say! I wonder what it would be like to be on a ship that's about to sink? Terrifying, I should expect, but thrilling all the same! I must read up on that. One never knows when one will be shipwrecked in the middle of the ocean! I have a peculiar feeling about that reporter.

Good old Julian has drawn a perfect likeness of her, which explains why he was unusually quiet earlier. Anne seems quite taken with the reporter; says it must be fascinating, investigating the past and writing about it. Anne's eyes lit up when Butlerton told her she only ever wears red shoes! Sometimes our Anne can get carried away – she told the reporter about Captain Kirrin's other wreck and the treasure map we children found on board. Miss Butlerton got a funny gleam in her eye then. But that was nothing compared to the scowl old George gave Anne!

I'm going to ask Uncle if I can look at some of his books. I want to find out more about the Peregrine. I wonder if this could be the beginning of another fine adventure?



Julian's original likeness of Beverly Butlerton.

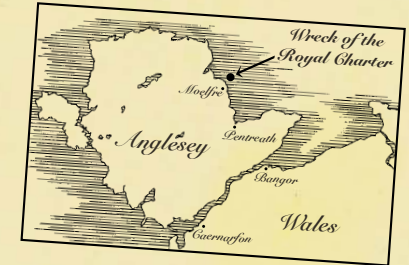
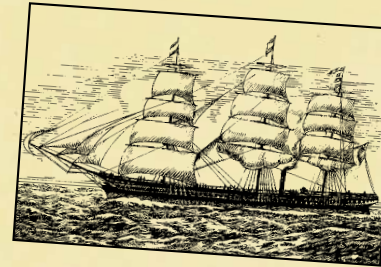
Dick always was the one who loved hunting about for bits of history and facts. True to his word, he approached Uncle Quentin about looking through his old books. Quentin Kirrin, George's father, and uncle to the rest of the Five, was a renowned scientist with an equally renowned temper. As children, we were all rather afraid of his angry outbursts, even our feisty George. One did not want to disturb Quentin Kirrin in the middle of one of his precious experiments. But Dick would not be deterred – and he was successful! On a rainy afternoon, we all gathered to look through the books and uncovered some important clues.

Sometimes, mystery-solving involves poring over musty old volumes of history to turn up forgotten clues. We always approached a puzzle in this way, by exploring all the angles and digging in unlikely places. Julian remembered the reporter saying that the ship had gone down “off Land's End” so he focused his search on the surrounding area. Clever Julian found a reference to the *Peregrine* itself, buried in *A History of British Maritime Disasters, Vol. III, 1850-1899*. What we read told us the rough location of Captain Kirrin's wreck.



# The Royal Charter Storm

25-26 October 1859



Following several days of unsettled weather things took a turn for the worse on the afternoon of the 25th. A sudden shift in wind direction and an increase in speed began to cause property damage along the south coast. This surge of weather headed north along the Welsh coast wreaking huge amounts of damage as it went. Gale force winds of more than 100 miles per hour and measuring 12 on the Beaufort Scale lashed the coast continuing along the Mersey before heading for Scotland. A definitive account of all losses cannot be compiled due to missing records in many cases. The storm is estimated to have sunk 200 ships with more than 800 lives lost. Noteworthy losses are recorded here.

Ships Name:	Captain:	Location:	Losses:	Survivors:
The Royal Charter	Cpt. V. Taylor	Anglesey	451	41
S.S. Sheerness	Cpt. G. Aberforth	Cornwall	58	None
S.S. Gwendoline	Cpt. A. Forster	Portsmouth	50	8
Jakobstad	Cpt. P. Lundstrund	Cornwall	None	58
The Claire-Louise	Cpt. P. Wakeman	Cornwall	100	None
S.S. Patricia	Cpt. H. Simpson	New Quay	50	300
The Amelia-Jane	Cpt. S. Richards	Liverpool	20	200
K.M.S. Peregrine	Cpt. K. Kirrin	Scilly Isles	13	2
S.S. Louisa	Cpt. B. Petersen	Liverpool	35	60
Passarvenga	Cpt. O. Knudsen	Liverpool	20	None
The Charlotte	Cpt. D. Tucher	Exeter	None	255
S.S. Griffin	Cpt. J. Fuller	Dartmouth	27	73
S.S. Salutaion	Cpt. H. Jameson	Southampton	12	138
Voltaire	Cpt. R. Spinnaker	Exmouth		

# HOW TO SURVIVE A SHIPWRECK

You never think a shipwreck will happen to you! But then there is a terrible crash, jagged rocks breach the hull, water pours in uncontrollably and the Captain gives the order to abandon ship. You scramble for the lifeboats but it's too late – the fathomless ocean is dragging everything down. You only have time to grab a lifejacket and jump! Within a few short minutes your ship has sunk, you're surrounded by debris and floating in shark-infested waters. What do you do?



Did you pay attention to the safety briefing when you boarded the ship? Think back to those instructions! You should have been told:

- > How to recognize the emergency alarm signal.
- > How to recognize the abandon ship signal.
- > How to use your lifejacket.
- > The safest ways to leave the ship.

If there is a crew member nearby who is trained in emergency procedures, follow their orders. But if you're surrounded by frantic passengers, it's up to you to take command of the situation!

## DON'T PANIC!

- > Panicking will waste valuable time and energy.
- > Gather all survivors together. There is safety and comfort in numbers.
- > Stay calm and keep yourself and others safe until help arrives.

## ASSESS THE SITUATION

- > Is anyone injured? What treatment is needed? Do you have a first-aid kit?
- > Have any lifeboats survived the shipwreck? Can you use any debris to create makeshift rafts?
- > What shelter do you have?
- > How much food and drink do you have?
- > Do you have any way of signalling for help?

## 1. EMERGENCY FIRST AID

- > **Wounds**  
Control the bleeding by applying pressure to the wound or to either side of it.
- > **Hypothermia**  
Try to increase the casualty's temperature by wrapping them in a warm blanket.
- > **Shock**  
Loosen tight clothing, and lay the casualty down with their head low and their legs raised.
- > **Concussion**  
Apply a cold compress to any swelling and place the casualty in the recovery position. (See page 140 for more information on first aid.)



## 2. LIFEBOATS AND RAFTS

- > Try to save lifeboats from the ship.
- > Save as much rope or cord as you can find. You will find many uses for it.
- > Make rafts by tying barrels, planks of wood or other floating materials together.
- > Lash your boats or makeshift rafts side by side. It is important to stay together.
- > Get out of the water as quickly as possible. Swimming or treading water will drain you of precious energy.

## 3. FOOD AND DRINK

- > Ration supplies carefully in case you are stranded for a long time.
- > Eat starches and fats but very little protein, to maintain hydration.
- > Seawater is high in salt and not drinkable. Use a piece of waterproof material (sail canvas or tarpaulin) to funnel rainwater into a container. Wash the material in the sea first to remove any build-up of salt crystals.

## 4. SHELTER

- > Use debris from the ship to protect you from the elements.
- > A sail or tarpaulin can give shade from the sun and protect you from the rain and wind.

## 5. SIGNALLING FOR HELP

- > If you have one, send up a rocket as a distress signal.
- > It's unlikely, but if anyone has a working mobile phone, dial 999 and ask for the Coastguard.
- > When help appears, mark your position by letting off an orange smoke or a red flare.
- > Don't waste flares or smokes by letting them off when there's no boat in sight.

## WAITING FOR HELP TO ARRIVE

- > If it's hot, submerge yourself in water every two or three hours. The water on your clothing evaporating will keep you cooler than dry clothes.
- > If it's cold, hold your inner arms close to your chest, press your thighs together and raise them up to your body. Stay still. This helps you retain heat in the areas where you can lose it most quickly.
- > The more you move the more energy you use. Conserve energy and sleep whenever possible.



## SHARKS!

- > If sharks begin to circle your group, stay close together and don't panic. Sharks are more likely to attack isolated individuals.
- > Don't allow anyone who is bleeding into the water. Sharks are attracted to blood.
- > Ask everyone to remove shiny, reflective jewellery. To a shark, it may look like fish scales.
- > If a shark attacks, use anything you can to hit its eyes or gills with quick, repeated jabs. It will realize you are not defenceless.