

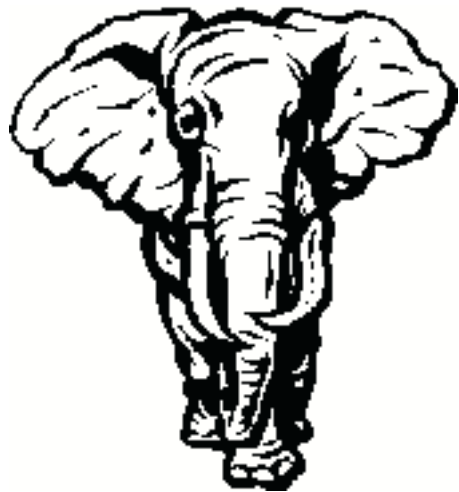
## You must take antimalaria pills! Know your health and abilities.

**WITHOUT QUESTION**, your choice of equipment is one of the single most important factors on any hunting trip. If you are ill-equipped for your hunt, it is unlikely you will be able to stay afield, and for certain your hunt will be a failure.

Remember - a wounded animal that gets away in Africa is considered taken and you pay the trophy fee.

Game in Africa is often 100 to 200 yards plus. Before you go on safari, practice using shooting sticks.

Take no uncertain shots. Many people end up using shooting sticks everywhere. They work well with practice.



**JACK ATCHESON  
& SONS, INC.**

Hunting Consultants ♦ Butte, Montana

## AFRICAN SAFARI

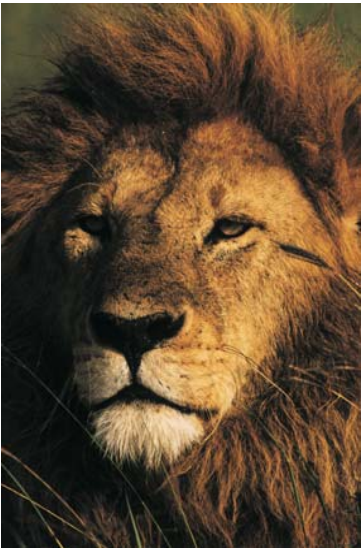


INFORMATION & GEAR LIST

- α **Shirts** - Two lightweight shirts with short sleeves; two long-sleeved shirts. Dark green or tan.
- α **Pants** - Three pairs of lightweight khaki or green-colored safari pants. The best are designed with zip-off legs, allowing you to convert from long pants to shorts with ease. Laundry service is available daily.
- α **Underwear** - Three sets.
- α **Pajamas** - One warm pair.
- α **Socks** - Three lightweight pairs and three heavyweight pairs.
- α **Hat** - Temperatures are warm on African hunts; it rarely rains. Daytime temperatures range from low 70's to mid 90's, depending on the country and which month you hunt in. May through August in winter in Southern Africa the nights get cold; 30 to 40 degrees. A mesh-style baseball cap or straw cowboy hat will work well. Cowboy hats are awkward in brush conditions. Take an extra hat in case you lose one.
- α **Handkerchiefs** - Three.



- α **Gloves** - Two lightweight pairs; early mornings and evenings can be cold.
- α **Sweaters** - One warm sweater and a lightweight down jacket. Nights can be very cold.
- α **Shoes** - One pair of camp shoes - tennis shoes or sandals are fine. One pair of hunting shoes - a lightweight boot. No Goretex is necessary. The soles should be of soft rubber; a heavy lug sole is unnecessary.
- α **Rainwear** - Most hunting in Africa is conducted during the dry season. A very lightweight rain jacket and pants are not a bad idea. Ask your outfitter regarding specific areas.
- α **Cameras** - Two good cameras with flash. A Polaroid camera can be very handy. Take pictures of your trackers and skinner and give them photos on the spot. They like pictures of themselves with game, just as you do. Trackers rarely get photos sent to them after the hunt. A good dustproof camera bag is a must. Be sure it is a well-padded bag, as safari vehicles and backwoods roads are not likely to be smooth going.
- α **Binoculars** - Six to ten power, no spotting scope.



α **Gun Permits** – When traveling to foreign countries, it is often necessary to have advance gun permits. In some countries, this usually requires sending your outfitter passport photos of yourself, along with make, model, and serial number of rifles, and the exact amount of ammunition you will take. He will secure the permits and have them waiting at the airport upon your arrival. Others issue gun permits upon arrival. They will inspect your guns and issue a permit valid for a specific number of days. Occasionally, air travel will route you through other countries; firearms may pose a problem at that point. If you have trouble with any airline attendant or customs official, always ask for a supervisor. Be patient. Be pleasant. Your problems are generally quick to resolve. Make sure you know the firearm rules for all airlines you may use and the countries you may visit.



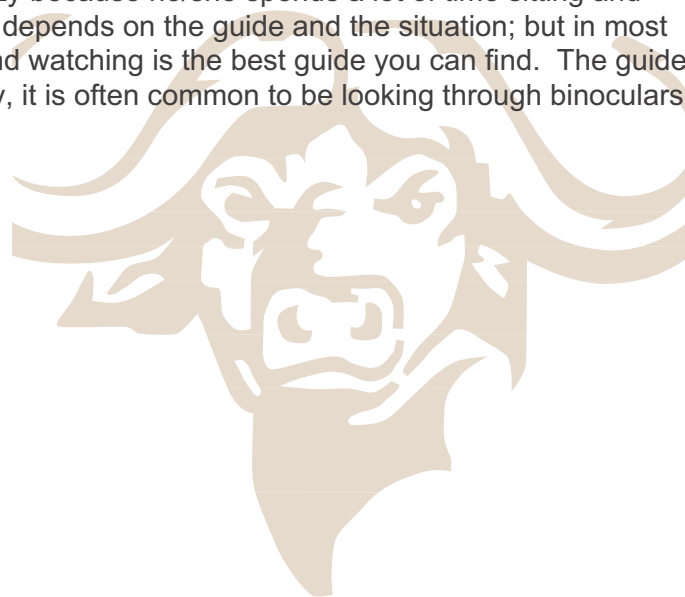
α **Shooting Sticks** - While hunting on foot in Africa, shooting sticks are often used. Shooting sticks are two to three poles, four to five feet long, lashed together in an “A” shape. Often you will have no tree to lean against or you will be walking in waist deep grass where shooting off your belly or knees is out of the question. Practice shoot from shooting sticks before your safari!



**Good clothing is more important than binoculars or your rifle. There is a wide variety of opinions as to what should be worn and taken on a hunting or fishing trip, as weather can change rapidly, particularly in the mountains. Sometimes these changes can be severe, so it is best to be prepared for every situation, yet you don't want to be overburdened with useless items. We once had a client who arrived with seven duffel bags, a dozen pairs of boots, and several rifles for a ten day hunt. Being prepared is important but moderation is highly advisable. Try to keep your baggage under 100 pounds, including your rifles. Airlines have different weight limits. Ask your travel agent.**

▣ **Showers** - Showers are the normal type of bath on most lodge-type hunts. If you are in a mountain camp, showers may be a problem in cold weather. Hot water and a basin are always available. Take a towel.

▣ **Binoculars** - Hunters should buy the best binoculars they can afford. Most hunting worldwide requires the use of binoculars to either find or evaluate the quarry. Poor optics are hard on the eyes and, as a result, they don't get used as much as they should. If you don't use your binoculars, you'll definitely get less game. Generally speaking, hunters should avoid lightweight binoculars, they tend to have a smaller field of view and due to their lightweight nature, the image tends to jiggle more from breathing, shaky hands, or a light breeze. Binoculars weighing about a pound or a pound and a half are generally the best for extended use. People who wear glasses should get binoculars with eye cups that fold down and they should also obtain binoculars with a greater field of view. Seven to ten power with 35 to 50 degree field of view is best. Most binoculars come with a thin nylon strap that has a habit of cutting into your neck. Purchase after market binocular straps made out of neoprene, about 1.5-inches wide. You want them handy; spot the animals before they spot you. Many people consider a guide lazy because he/she spends a lot of time sitting and watching a certain hillside. This, of course, depends on the guide and the situation; but in most cases, the guide who does a lot of sitting and watching is the best guide you can find. The guide is not lazy, just plain smart. In open country, it is often common to be looking through binoculars for at least four to five hours a day.



▣ **Gun Cases** - A good gun case is an important part of your trip. Airlines are not noted for their gentle baggage handling. Take a soft case with you; in most cases, after arriving, your outfitter will ask you to leave the big gun case in storage. A light cloth or leather scabbard is fine for protecting your gun for the duration of the trip. Most airlines allow only two firearms per hunter. Airlines only allow 11 pounds of ammo per passenger.

▣ **Air Charter** - Always inquire as to the cost of air charter. Usually the prices quoted are round trip for the use of the aircraft. The air charter is usually the same price for one person or an entire party. Most aircraft suitable for handling two to three hunters and their gear are \$800 to \$1,000 per hour. The outfitter will coordinate arriving parties with departing parties so that the cost can be shared. Arriving late or departing early can be very costly to you. All light aircraft have cargo weight limitations. Taking too much gear, or flying out large amounts of meat, may result in a second flight costing lots of extra dollars. **Ask questions.** **Assume nothing.** **Discuss this with your outfitter.**

▣ **Visas, Birth Certifications, Passports & Proper Identification** - Hunters should always take proper identification when hunting anywhere in the world. A driver's license will suffice anywhere in the U.S. However, if you travel abroad, you must have a passport. Be sure to keep your passport current. Visas to enter certain countries may be necessary. Obtain visas three to four months in advance of departure. Ask your travel agent. Politics change frequently.

▣ **Taxidermy** – Ask your taxidermist for shipping tags that you can place on your trophies to guarantee you receive your own horns and skins. Tag them yourself. Leave your taxidermist's shipping address with the outfitter. Inform your taxidermist of your outfitter's name and ask him to verify when and where the trophies will be sent. Make sure your taxidermist is set up to handle foreign shipments, customs, etc. Ask your outfitter about expediting costs!

▣ **Medical Kits** – Never count on your outfitter or anyone to have proper medical kits that could save your life. For the best kits available, contact Wilderness Medical Systems, Box 301, Absarokee, MT 59001-0301 or [www.wildernessmedical.com](http://www.wildernessmedical.com). Ask for one of their catalogues. If you want to put one together yourself, read our brochure on medical kits.

▣ **Malaria, Snakes, Insects, Disease** – To the best of my knowledge, I do not know of any client who has ever been bitten by a snake. In fact, most clients don't even see snakes. There are all kinds of insects. About the only ones that bite people are tsetse flies and mosquitoes. At this writing, I don't know of any client of ours who ever got sleeping sickness from tsetse flies, although suppose it is possible. You can get tick fever in Montana and elsewhere, but it is not too likely. Anytime you go to a tropical area – South America, Africa, or Asia, there is a possibility of malaria. You must take anti-malaria pills at least two weeks before you go and two weeks after you return. Some strains of malaria have become resistant, and your doctor might make additional suggestions. In some African countries, an International Certificate of Vaccination with proof of various vaccines is necessary. Contact your local health office or CDC website for up-to-date information on health risks and requirements for each country you will visit.

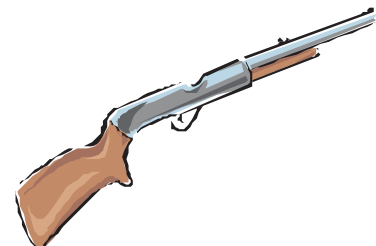
▣ **Meat Shipments** – It is illegal to import raw meat from most countries. Meat is a treasure in Africa. All game meat is utilized. It is dried into a form of jerky in camp and it is generally part of the salary of camp staff. In some African countries, the safari operator can resell the meat in open markets. Nothing is wasted.

☒ **The Correct Rifle** - You can take game with about any center-fire cartridge, but some animals are big and tough, and may have to be taken under adverse conditions. Classic broadside standing shots are few. Game animals are often obscured behind rocks or brush, perhaps moving, or standing at odd angles. Hunt with the largest caliber rifle you can shoot accurately. Large caliber rifles can help on poorly hit game animals. Take a hunting rifle, not a showpiece that you are afraid of getting scratched or marred. A synthetic or laminated wood stock is more durable and better suited for hunting camp.

We suggest rifles with open sights as well, in case you damage your scope, then your rifle is still a usable tool. Take an extra scope and mounts, as these are generally the most vulnerable part of your rifle. Practice a lot of fast, off-hand shooting, as well as shooting from unusual angles. Bench rests or convenient rocks or stumps to shoot over may be scarce at a particular moment. Hunters should put a piece of black tape over the end of the barrel to prevent dirt from entering the barrel. Don't worry about the tape; when you shoot, expanding gases will blow the tape away from the end of the barrel before the bullet ever touches it.

Bolt-action rifles are more likely to operate in cold, freezing, or dirty conditions. If you are hunting areas where temperatures may go below 20 degrees, place your rifle in the freezer overnight before you go to check its performance in cold temperatures. Many rifles will not fire, much to the delight of the game. Always take a cleaning kit and clean your gun every few days. Use a heavy-jacketed bullet that can often make up for a poor hit. Shoot any downed animal an extra time and shoot as long as it is standing. We have seen many supposedly dead animals get up and disappear. Probably the most ideal cartridge for hunting North America is the 30.06. A wide range of bullet weights make it perfect for antelope hunting to even taking Alaskan brown bear. Plus, 30.06 ammo is a pretty universal cartridge and easy to locate should you lose or run out of ammo. If you can handle recoil, a .300 or .338 Winchester are real game getters.

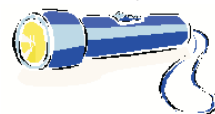
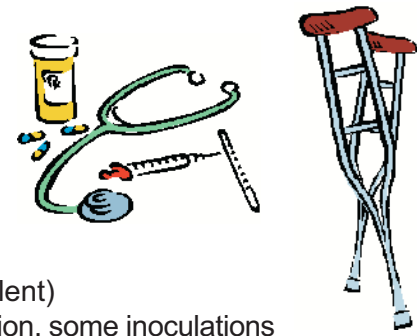
Sight your gun in for the particular conditions of the hunt. Never have your gun sighted in higher than two inches at 100 yards. In most cases, dead on at 100 yards is perfect. Most game is taken under 150 yards. Take plenty of ammo. You may need to resight your rifle. Be sure you check it as soon as you arrive in the hunting area. If you bump the scope or miss something, check it again. Remember – more game is missed than shot. Practice at least 100 rounds before the hunt. Run every cartridge through your rifle, especially reloads. Don't take a pistol until you check the laws. Avoid single-shot rifles. On most hunts worldwide, take 60 to 80 rounds. On dangerous game hunts, 20 solids and 60 soft points. In North America, you often will be shooting while laying down on your belly with your gun resting on a jacket or daypack. To really sharpen your eye, buy a quality .22 bolt-action rifle. Equip it with a full-size quality scope, just like your big game rifle. Shooting is eye-to-finger coordination. Shooting a .22 is easy on your shoulder and wallet, and makes you a better shot.



**The most common travel ailment is diarrhea. The antibiotic Cipro is a MUST! Talk to your doctor!**

☒ **Medicine & First Aid** - First aid kit should include:

- moleskin for blisters
- chapstick
- hand cream
- sunblock
- tube of Desitin ointment
- water purification pills for remote hunts
- three containers of bug lotion (good for tsetse fly repellent)
- anti-itch cream if you do get the bite put on you. In addition, some inoculations may be required - check with your personal physician about additional shots, medicines and precautions. Take your own hypodermic needles.



☒ **Flashlights** - Flashlights are a critical part of any hunting trip. In many cases, you will travel to and from hunting areas in the dark. Take at least two flashlights with you. Small, lightweight ones are the best. Take extra bulbs for the flashlight. Take a piece of twine to hang the flashlight around your neck. This way, even during midday, the flashlight can be stuck in your pocket and you always have a flashlight with you.

☒ **Headlamps** - Headlamps with straps that encircle the head, leaving both hands free, are particularly handy when riding or trying to do any chore requiring the use of both hands.

Take extra for your partner, who is always under-equipped. Often, when baiting, predator shooting occurs at dark in full darkness. Take a three to four cell flashlight with extra batteries. Even though guides should have spotlights or good powerful flashlights, they may have broken it the day before your hunt. Batteries may be impossible to obtain in Africa, so take your own. They must be packed in factory packaging

**The Cardinal Rule: PACK LIGHT!**

**Read the outfitter's literature; areas are different. You may be in a primitive area where medical service is limited or non-existent. Take earplugs in the event your tent-mate snores. A can of deodorant can greatly improve relations too.**

☒ **Personal Sundries**

