JOHNSON COUNTY RADIO AMATEURS CLUB, INC.

P.O. Box 93 Shawnee Mission, KS 66201

FEEDBACK

OCTOBER 2018

September Show-and-Tell

Bill Brinker, WAØCBW (below), combined interests in model-building and the space program. His models have survived many moves



"Rod" Rodriguez, K6TBJ (below), demonstrates how used parts from a variety of sources to build an apartment antenna-mount.





Don Warkentien, WØDEW (above), came across--and wants to repair--a Hallicrafters SX-115 receiver (1961-64).



Bill Gery, WA2FNK (right), his Arduino-based go-kit digital messaging system.

Photos are not the fault of NØCVW'.

OCTOBER MEETINGS

Oct 12 -- TBA

Oct 26 -- Ensor Farm Cook/Campout

The Johnson County Radio Amateurs Club normally meets on the 2nd and 4th Fridays of each month at 7:30 PM at the Overland Park Christian Church (north entrance), 7600 West 75th Street (75th and Conser), west of the Fire Station.

Much of the membership travels to the Pizza Shoppe at 8915 Santa Fe Drive for pizza buffet and an informal continuation/criticism/clarification of the topics raised at the meeting ... or anything else.

Leave the church, turn right (west) on 75th. Turn left (south) on Antioch. Turn right (west) on Santa Fe. Pizza Shoppe is just past the Sonic on your left.

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-> FEEDBACK <-

A publication of the Johnson County Radio Amateur Club, Inc.

Bill Gery, KA2FNK, President

Jaimie Charlton, ADØAB, Vice President

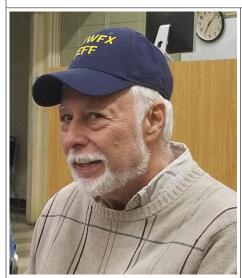
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All email addresses are available at w0erh.org

Please welcome two hams who paid their first visit to the JCRAC in September.



Jeff Miller, WØWFX, of Chilhowee, MO is working on a contract in Kansas City.

(photos, obviously, NOT by NØCVW.)



David Harder, KEØSKE got his ticket in June.

PRESIDENT'S CORNER

Last month we lost another charter member of the Johnson County



radio Amateurs club, Lester A.
"Andy"
Anderson, Jr.,
WØAFQ. I will always remember Andy and his welcoming smile. He sat right up front at

every meeting just waiting for announcements. Then he would go down his list of ham fests and other activities. You could always get tickets to upcoming events from him.

Ensor auction will be October 27 this year, but please do not forget the events that are on Friday evening October 26 at the farm, including the club's meeting. This is a good time for some fall cleaning of your ham shack. Please look through your shack and pick out a few items for the auction. Consignment items are welcomed.

October is our Club's time to Volunteer at Ensor, Please sign up or see Ted. Larry does the tours, so we are there to assist him if needed. I enjoy the conversations we have around the kitchen table with Larry. I always pick up some piece of the site's history.

- Bill Gery - WA2FNK

Johnson County Radio Amateurs Club - September 14, 2018

Attendance: Self introduction with name and call sign. 27 signed the check in sheet. This was followed by the Pledge of Allegiance.

The Minutes from the August 24, 2018 meeting were read and accepted unanimously.

The Treasurer's report, as follows, was read and accepted unanimously.

Cash on Hand \$82.00 Repeater Operating Reserve \$1,100.83 Checking Account \$275.99 Memorial Fund \$310.00 Savings Account \$8,185.10 Active Members 147

PayPal Account \$ 100.08 Total \$ 8,643.17

Old Business:

- We welcomed all 1st time visitors to the meeting.
- Repeater Update All are working well.
- Ensor Auction in October. Raffle details \$750 Gift Certificate to Associated Radio and 50\$ Gift Card to
 Harbor Freight. A suggestion was made to list some of the nicer items that will be up for auction on Larry's
 List.
- Baseball Cap with the Club's logo A motion was made to purchase 48 Caps style #112 structured (hard front) mid profile, snapback closure in light blue. This will make the cost of each cap \$18 plus tax. A vote was taken and the motion passed unanimously.
- WW1USA September 29-30. The Raytown ARC is sponsoring this event. The last WW1 event will be November 3-4.
- Jack Holzer, WØYZS passed away on August 27, 2018. In lieu of flowers the Club made a \$100 donation in memory of Jack to the Wounded Warriors Project.

New Business:

- Bill Gery KA2FNK expressed his thanks to all that worked the Hawk 100 event. Advanced planning on how and where to extract and injured participant proved to be extremely helpful when a participant in this year's race collapsed on the trail.
- It's time again for the Club to provide Ensor Museum volunteers during the month of October. You can sign up by going to the Club's website and clinking on the Sing Up link.
- As a reminder the Club participates in the Amazon Smile program. Amazon donates 0.5% of your purchase back to the Club. You can find the link to this program on the Club's website.

Reports:

- 6 m NR.
- 10 m SSB Roundtable 4 participated on September 13.
- 40m SSB Roundtable 11 participated on September 12.
- Fusion Digital 440 net 8 Check-ins on September 12 and 15 Check-ins on September 5.
- 2m Wheat Shocker net 12 Check-ins on September 13 and 14 Check-ins on September 6.
- HF Activity Gibraltar and The Vatican.

Announcements:

- Set Exercise October 6.
- See Larry's List for upcoming Events.

Business meeting adjourned at 7:36 PM

Program:

• The Program for this evening was a presentation on "Keys – A Brief Tour of CW (Continuous Wave)" by Jaimie Charlton, AD0AB.

Johnson County Radio Amateurs Club - September 28, 2018
A fill-in Secretary has not yet made minutes available.

A Hambone Adventure - Jaimie Charlton, ADØAB

Hambone's First CW Contest

It's a bright, sunny Friday. We find Uncle Elmer in his shack tidying things up, enjoying his customary

coffee and doughnuts. Suddenly, a visitor bursts through the door.

"Guess what Unck! I'm gonna work that big CW contest this weekend," enthused Hambone,

Elmer's young and precocious nephew. "I'm gonna really impress the guys in the frat house radio club."

"That's great, Hammy, contesting is a lot of fun. Has anyone explained to you how to contest?" asked Elmer.

"Naw, but how hard can it be? You just send CQ and when somebody answers you send 599 and your name. I'm going to use Ham as my name. It's easy to send.

I'm going to use that new rig the guys bought at the hamfest. It works great and it's easy to use," continued Hambone.

"What's great and easy to use?" asked Dude, Hambone's younger brother, as he came running into the shack following the smell of coffee and hoping to find a spare doughnut.

"That rig we bought for the frat house," answered Hambone. "I'm gonna work this weekend's CW contest with it. I bet I'll do great!" "Isn't that the contest where you have to use a straight key or bug?" asked Dude.

"Yeah, they don't allow keyboards or keyers or paddles. But, I'm not worried, I'm really good with a bug." "That's not what your buddies in the club say. They say 'you've got a fist for phone'," snickered Dude.

> "That's because they can't keep up with me. I send too fast for them."

"I don't think so, not even those CW reader apps can figure out

what you're sending."

"So, hambone, tell me more about that rig...," asked Elmer trying to fend off the impending brotherly battle.

Monday morning looms dark and gloomy as Hambone slouches into his uncle's shack.

Sensing a problem, Uncle Elmer, in his cheeriest voice, asks, "So Hammy, how did that contest go, make lots of contacts?"

"I'm never going to touch a key or send CW again," moaned Hambone. "It was terrible!"

"Oh, come on, so a few guys were too fast or you got some call signs wrong. It can't be all that bad."

"Oh, it was all that bad and worse!" chimed in Dude as he dashed straight for the doughnut box. "I think the funniest part was when one guy couldn't read Hammy's call so, Hammy spelled it out phonetically – in CW! The guy finally gave up and sent LID and moved on."

"I don't know why so many guys couldn't read my call or something, it doesn't seem to be that hard. I

think I was just sending too fast for them. Lots of guys say they can work faster than they really can."

"It not your speed, it's your lousy fist," said Dude, clearly loving what was becoming an inquisition on his brother's code.

"You think you're sending fast, but you're not. Your bug sends dots at 40 words per minute, but your dashes are only 10 words per minute. It sounds like brrrrup followed by daaaaaah daaaaaah daaaaaah with no spaces anywhere."

"You're just jealous, I do not sound like that," argued Hambone.

"Oh yes you do," countered Dude pulling out his phone and pressing 'play'. "I made this little recording for your listening enjoyment."

As the trio listened to the recording, it became obvious that Hambone needed some help.

"I really want to be a CW operator, but I guess that will never happen," moaned Hambone.

"Nonsense," said Elmer. "Anyone can learn CW if they want to."

"Well, maybe not Hambone," added Dude.

Elmer glared 'Shut-up' at Dude and continued, "As I said, anyone can learn CW, but it takes a lot of practice and willingness to make mistakes.

"Listening to that recording, it seems to me you need to fix up your fist. First, slow down. Then adjust your bug so your dashes are three times

see HAMBONE on page 6

longer than your dots and no longer. Timing is everything in CW. Then, brush up on the etiquette of contesting."

"There's etiquette to contesting?" asked Hambone.

"Yes," continued Elmer, adopting his professorial posture and voice. "There are a few unwritten rules that everyone is expected to follow. First, you should know the rules of the contest. These include start and stop times, modes, frequencies and especially the exchange."

"What's the exchange?" asked Dude.

"The exchange is the information you must send and receive to count a contact as a valid QSO. It can contain anything, but usually contains an RST report, your state, and your name. Some contests also require a serial number or your grid-square number or even your transmitter power."

"Gee Unck, I did that. I always answered a CQ by sending his call and my call and 'y o u r R S T i s 5 9 9'. Then I spelled out 'm y Q T H i s K a n s a s'. I did the same with my name. Then I repeated it all so they would get it right."

"That might work in a rag chew, but it is exactly the wrong thing in a contest." replied Elmer.

"Remember, contests are all about speed. There are always time limits and the station that makes the most QSOs within those limits usually wins. So, you want to send as little as you can, as fast as you can. That's why a good fist is important. If the far end asks for a repeat because he can't understand you, it's the same as cutting your speed in half.

You should have sent something like 'tu 5nn ks Ham' with no

repeats. What that means is, thank you, 599 in cut numbers your QTH and name. You could actually leave off the tu and send the 599 as enn to shorten the exchange even more. That's all the exchange requires and that's all you should send. The other guy will send the same to you."

"That doesn't sound very friendly," observed Dude helping himself to another doughnut.

"Dude, it is friendly," countered Elmer. "By being fast and efficient you help both yourself and the other guy."

"But Unck, how do those other guys make so many contacts?" asked Hambone.

"Strategy," replied Elmer.

"There's a couple of ways to make contacts. The first is S&P or Search and Pounce. You tune up and down the band listening for stations calling 'CQ test' and answer them. The benefit of this method is that you control the QSO by only answering stations that are not sending too fast. Disadvantages are you have to find a station and then wait in line or break through a pileup of other pouncers to get your contact. This all takes time.

Another way is you stay on one frequency and call 'CQ test' or whatever call, like CQ KQP for the Kansas QSO Party, the contest rules specify. This will attract other stations working the Kansas QSO party and you may find yourself at the bottom of a pile-up of all kinds of stations. You work each one as fast as you can. This is also called running a frequency. It's a lot of fun."

"I'd like to try running a frequency, how exactly do you do it?" asked Hambone.

"Good luck with that," sneered Dude rapidly losing interest in this conversation.

Elmer continued. "You send 'CQ test, CQ test' and your call sign no more than twice. Don't end with 'k' or 'kn' or any other prosign. Just stop sending.

An answering station will send his call sign on your frequency, once. You reply by sending his call once and your part of the exchange. You don't add your call or chatty stuff like 'your RST is' or 'my name is' or anything like that. You do not repeat anything. You do not need to send any sort of end of message prosign, either. You just stop sending.

"He will answer with his part of the exchange and maybe end with a '73' or two dots or maybe not. He will not repeat anything unless you ask for it.

"You go on to the next station in the pile-up and repeat everything. When you run out of stations calling you, call CQ again. When you stop getting answers to your CQs, that's a good time to start doing S&P."

"Thanks for the tips, Unck. Does every contest work that way?"

"Oh no, each one is different. There are even some very casual contests where contesters do chat. It's still a contest, but it seems friendlier."

"Well, I'm going to fix up my sending and burn up the airwaves in the next contest."

"Good luck with that, Bro," added Dude on his way out the door. "Remember, there's always FT8 for code-challenged guys like you."

>> JCRAC FEEDBACK >>