President's Shack

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Minutes of the September Meeting

Called to Order at 8:10 p.m. There were 26 members and 3
visitors present.

Joe (AB4QV), Program Chairman, introduced the evening's speaker,
Dennis (N7NXV) who gave a solar energy demonstration.

Mike (WV3H), Packet Committee Chairman, reported the Club can now
launch the digipeater project without having to spend as much as
originally anticipated. The new plan is to use multiple standard
TNC's, one for each channel, instead of buying a new Kantronic
Data Engine. Mike was requested to finalize his plans on paper
and report them to the Budget Committee for funding approval.
Mike and Woody (KD4DEG) will work on this together.

Tim (KB4NR) Repeater Committee Chairman, reported the newly
repaired main repeater should be installed and operational by
next week. The DVR, the CMOS and FET components have been fixed.
The tone identifying each 220 Mhz transmission has been made more
distinctive so repeater users can now tell if the person they are
talking to is on 2 M or 220 Mhz.

Dan (KC4EWT) volunteered and was nominated as the 1993 Hamfest
Chairman.

Meeting adjourned at 9:45 p.m.

Questions and Answers

This is a new column which will be appearing (with your help) in the November or December Issue of the Ole Virginia Times. The suggestion for this column came from Art (W1CRO) and I think the idea is <u>great</u>!

Any technical questions which you have should be sent to the following address:

> Art Whittum (W1CRO)
> Post Office Box 1794
> Manassas, VA 22110
>
> Attention: OVH Technical Committee

The answers to the submitted questions will appear in the next issue of the Ole Virginia Times.

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From the 1993 Hamfest Committee Chairman

Preparations are underway for next June's OVH Hamfest at the Manassas Fairgrounds. Ken (KM4UH) has sent a letter to the ARRL for their sanctioning of the Hamfest.

A hamfest of this size and scope requires alot of work. Certainly, lots of hands make the work go easier on 'fest weekend, but a surprising amount of background work is required during the year leading up to the 'fest. If you are able to lend a hand, big or small, before, during, after, we would definitely appreciate hearing from you.

Feel free to contact me (703-709-0847) with questions, suggestions, comments, criticisms or offers. As you read this item, I will have been contacting some of you to ask whether you would like to renew your own traditional participation in the preparations and hope you will say "Yes, yes, Yes".

> Dan (KC4EWT)

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LET'S WELCOME THE NEW MEMBERS

> Barbara (N3MWJ)
> Dennis (N7NXV)

WELCOME!!!!   WELCOME!!!   WELCOME!!!

OLE VIRGINIA HAMS

CW FER U: SO LID CPY AND OTHER RAG-CW-ING GAMES

I lied last month, as it happens, in saying that I would tell you about Tom of Wisconsin and CW psychology, but I could not resist the following tangent.

For those of us into linguistic gymnastics, here are some games that are natural in CW but not so in other modes. Ok, maybe you can adapt them to realtime packet, but I consider that equivalent to computer-assisted CW, HI! These are original so not well-known, and, to be honest, I've not played some of them (to my knowledge). Proceed at the risk of your own reputation.

FASTBACK. To play, find someone on a bug or straight key and answer each of his or her transmissions with a single statement or question that requires a lengthy response, such as "BK TELL ME ABOUT UR LIFE DE <callsign> BK". You win if the QSO lasts over an hour. (If you find an old timer who sends a bit faster than you can comfortably copy, it's great code practice.)

SO LID CPY. To play, answer each transmission with something totally unrelated to what has transpired. You win if the QSO has more exchanges than the last time you played, or 4 if you've never played. (You may not want to play this game very often.)

SQZ. To play, squeeze as much intelligence (in the communication sense, not the... never mind) into as few words using as many abbreviations as possible. This is particularly enjoyable when your partner doesn't know you're playing the game. Fl fre to mk nw abbrs, jst drp sum vwls. (Sometimes this game degenerates into So Lid Cpy, in which case you can kill two Thruline(R) wattmeters with one tone.)

SCREAM. To play with a straight key, establish a QSO and then shorten dahs, lengthen dits, and use such inappropriate spacing that it sounds suspiciously like a long string of "E"s. If you're using a keyer, seriously misadjust its weighting. You win if your partner answers you with a transmission not containing "QRN", "QRM", "73", or "SK". (You may not want to play this very often, either.)

HYDRA. To play, maintain several conversation threads at once: one op sends comments on 3 or 4 topics, and the other replies with comments on each. It's easy to get this started in a QSO: send several brief but unrelated statements in a single transmission and comment on the same topics in the next. Your partner will usually start playing unwittingly. You win if the last QSO exchange before good-byes concerns all of the initial topics. Each subsequent time you play, add 1 to the number of simultaneous topics.

SUCKER. To play, find someone using a computer to copy your CW. You may infer this when they have the perfect fist, use no abbreviations, and answer your fill requests with the previous transmission in its entirety. Wildly vary your code speed and weighting, and occasionally run several letters together. You always win this game just by playing it. (Play this one a lot, OK?)

In somewhat of a more serious vein, "Sqz" and "Hydra" are pretty good exercises and can net some interesting QSOs.

"Hydra" forces you to be brief while covering a lot of territory. (Keep it at 3-4 topics if you're trying to have a real QSO. In written English, interleaved threads are considered poor style; in CW, it's efficiency. If you're not so quick on the draw, you can skip a thread and pick up on it in a future transmission. Conversations can be more relaxing in CW than in its more linear cousins for this reason.

For some of us, "Sqz" isn't so easy in realtime. Once you're comfortable with the mechanics of CW and get the hang of common word abbreviations, CW becomes somewhat of an English dialect, and it becomes as natural as speaking. Unless you're familiar with your partner's dialectic (linguistic, not electrical) tendencies, however, it's easy to cross wires. (Maybe I get confused easily.) U CN DO LOTS W/O QRQ - THO RUFF HEAD CPY HI.

Tom and I play Hydra and Scream, though usually without trying, and we don't keep count. Scream usually happens after the first hour of Hydra or after Tom's quaffed enough Nectars of the Gods. Next month, I'll ask the question, "Are OMs slobs, and do we drive YLs away?", then maybe Tom and psychology. Stay tuned...

73 ES GUD TIMES DE KC4EWT

FALL

IS HERE!!
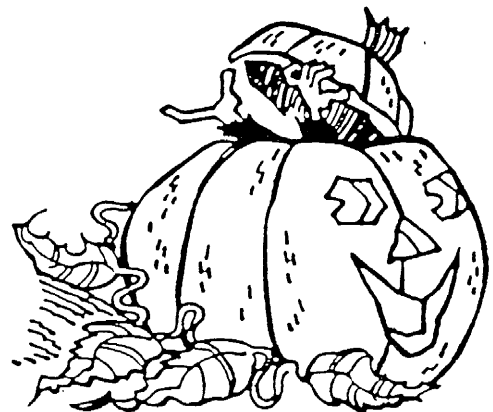
MORE ON MOBILE INSTALLATIONS
Art Whittum, W1CRO

Not too long ago, I submitted an article to the Ole VA Times about mobile installations. Sort of rambling around about how I managed to keep four or five radios happy within the confines of a small automobile. Well, here we go again

The September issue of Autocall - Elmer's Corner, edited by Scott Schaefer (WR4S), revisited the subject regarding "how in the world do you hook up power without messing things up?". Scott mentioned a few things that tickled my recollections ...

Scott iterated the point that I made in my article - make sure you fuse BOTH SIDES AT THE SUPPLY SOURCE (i.e., the battery). The reason is simple = you are hooking a device to a battery through a cable run of five feet or more. The cable might chafe anywhere between the battery and the terminal block (you ARE going to use a terminal block, aren't you?) on the inside of the firewall.

If either lead happens to short against the wrong thing, your battery and you lose. In addition, if you find yourself in need of a "jump-start" and forget the about the rig(s), the fuse on the "ground side" might just save your rig(s) when the jumper cables go awry or get hooked up backwards. Or, as Scott points out, if the ground strap on the battery worked loose (at the vehicle chassis end), your rig would become the negative potential point for the whole doggone vehicle (draw a diagram of your rig connections along with the major components under the hood; then, look where the current goes).

That kind of current flow can be a killer (can you imagine what would happen if the starter motor tried to find ground through your brand new ICOM?). I've never had any trouble with direct connection to car batteries - the plusses outweigh the minusses in my mind. But, think about it.

What you are trying to achieve is: A safe, clean power source, no interference from on-board systems to your rig (be it HF, VHF, UHF or SHF) AND NO INTERFERENCE TO THE ON-BOARD SYSTEMS FROM YOUR RIG!! Just ask a few frustrated 1992 Toyota Camry owners about RFI (as previously reported in several amateur publications). You want "whine-free" radio transmissions AND you want trouble-free operation of your vehicle - it needs to work both ways.

Scott made the point that professional mobile installation instructions recommended grounding the radio at the nearest vehicle chassis point, so "that the ground for your transceiver is at the same potential as the rest of the electrical system." This is an interesting point to consider, since more and more vehicles are being outfitted with plastic parts (like dashboards).

Once again, if you fuse both leads AT THE BATTERY, you should have peace of mind - as long as you don't use 30 ampere fuses for

a 4 ampere circuit!! (That's a "no-no" in any scenario). But, another point you need to consider, since I did use 20 ampere fuses, is: fuse the main feed lines from the battery for the expected load. Then, fuse each feed to each rig. Most rigs on the market come with fused power leads. Use them (in addition to the two fused leads to the battery).

My preventive maintenance routine includes regular checks of wiring integrity - including battery terminals and wiring connections It doesn't take much for loose connections or corrosion build-up to wreak havoc in the form of alternator whine, etc. So check your installation at regular intervals.

Clean up your installation and you rest easy at night. No sense in running "RF hot" 12 Vdc lines from your rig to the battery and frying the electronic module responsible for controlling the darned automobile ignition system. Get specific information from the Electromagnetic Compatibility (EMC) Department of the company that built your car; then, follow it and use common sense.

Scott mentioned that he had 'taken some grief' for suggesting the use of RG-8/U coax for the power leads. His intent, I think, was simple. Shield the doggone cable! Granted, you may end up finding the interference you experience is actually coming from the antenna end of things. But! Newer cars are relying increasingly on Electronic Control Modules (ECMs) for ignition, carburetor and many other control functions - you don't really want to mess them up by introducing signals they may not tolerate.

By the way - Pontiac (my car) recommends an accessory installation kit for public service/law enforcement vehicle radio transmitter-receiver installations ... it includes a conduit of some sort for routing power cables from the battery to the firewall. Maybe they know something?

So, that's it. Get competent instructions from the manufacturer (not the dealer and certainly not the salesman); remember Ohm's Law and Kirchhoff; seek out advice from Amateur literature and hams who have "done it before;" then, take the time needed to "do it right the first time."

IT'S A SCALE MODEL OF GEORGE'S HAM SHACK INSIDE-- IT'S THE ONLY WAY I CAN GET HIM TO TAKE ME OUT!

Swap and Shop

MONOCHROME GRAPHICS/PRINTER CARD (Graphicsmith).
       For XT/AT computer (720 X 348 resolution)
       One parallel printer port (DB-25). $5.00

DELUXE RS-232C INTERFACE, used for packet controller.
       Commodore VIC-20, C64, C128, SX64 or PLUS 4 compatible.
       With manual. $10.00

TRS-80 MODEL III COMPUTER. 48K memory, 2 floppy drives.
       TRS-DOS, L-DOS and X-TERM provided. Cassette interface
       cable too. Operating notes but no manuals. Some games. $20.00

80286 MOTHERBOARD. INTEL i286 microprocessor. 1 MEG RAM
       on board. Select 8 MHz or 12 MHz speed.
       AMI V1.4 ROM BIOS (Spare Phoenix ROM BIOS
       available also). Eight expansion slots.
       Fully operational when removed from service. $65.00

DATACOMP ELT-286 12 MHz COMPUTER. INTEL i286 microprocessor. 4 MB RAM.
AMI 286-BIOS. Two Floppy drives (1.2 MB and 360 kB) plus 40 MB Hard Drive Assembly. Amdek 310A
Monochrome monitor. EGA Graphics Card. Manuals but no software. $550.00

CALL Art, W1CRO. 703-791-4330 (7pm-9pm weekdays) or leave
message on WA4FPM-2 BBS (145.09).

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Notes from the Editor

I have received several requests from Members to have the
Committee List published in the Newsletter again. As soon as it
has been retyped and reformated to this printer, it will be
republished. I hope to have it finished for the November issue!!

I wish to thank everyone for all of the articles I have received
so far!! Response to my pleas for articles have been
astonishing, to say the least!!! If your article has not yet
appeared in an issue of the Newsletter, please don't dispair or
think that I don't want to use it! I am limited by space as to
the number of articles I can include in each issue and I place
them in the issues in order of receipt!. Your article will
appear soon, so keep reading!

And, please, keep sending those articles in . . . via the Club
Post Office Box or to my attention at 246 Kent Drive, Manassas
Park, VA 22111 or by calling me at 703-361-0008!!

Please remember, the deadline for receipt of submitted articles
is the 25th of each month!

                                        Bonnie (N4QPB)

OLE VIRGINIA HAMS

Next Meeting

The next meeting of the Ole Virginia Hams Amateur Radio Club will be Monday Evening, October 19, 1992, 8:00 p.m. in the Basement Meeting Room of the Northern Virginia Electric Co-Op, 10323 Lomond Drive, Manassas, Virginia.
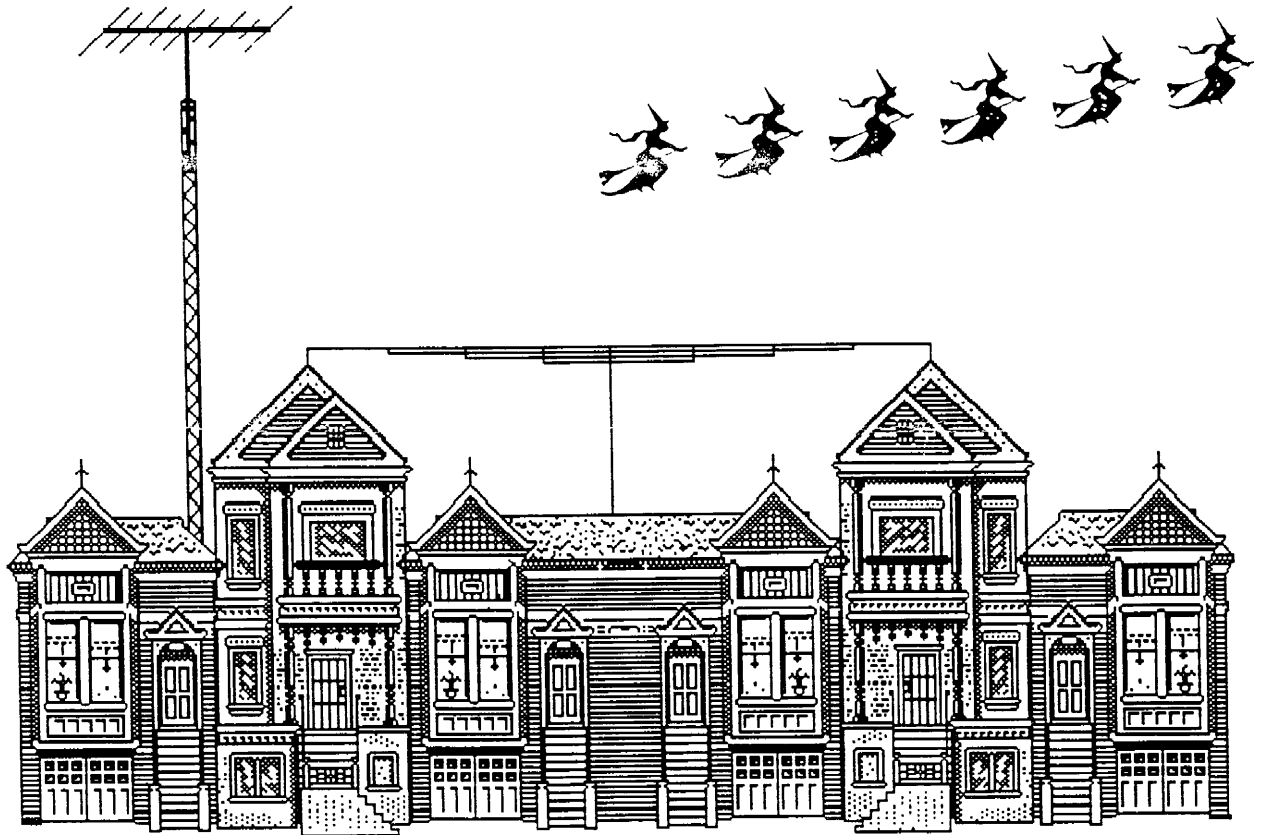
THE PERFECTLY PLANNED COMMUNITY

COMING TO A MIND NEAR YOU.

(NOT!!)

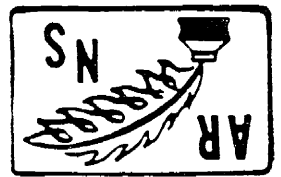# THE OVH CALENDAR
October 18 - November 28, 1992

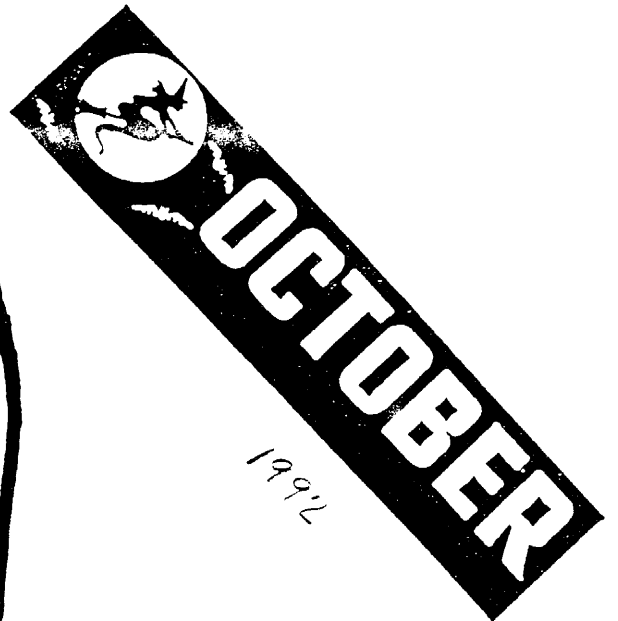| SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Oct 18 1700 10-10 EAGLE NET 28.340 MHZ ARRL EME BSA JAMBOREE CUMBERLAND CO.PA. HAMEST ARRL SET	**Oct 19** 2000 OVH MEETING	**Oct 20**	**Oct 21** 2000 NVFMA 146.790 MHZ 2100 FARA NET 147.165 MHZ	**Oct 22** 2000 OVH NET 146.970 MHZ VEC TOWSON, MD VEC BALTIMORE	**Oct 23**	**Oct 24** WIAW QUAL-RUN WAYLARC LUNCHEON FOR YL'S CQ WW DX PHONE
Oct 25 1700 10-10 EAGLE NET 28.340 MHZ *Daylight Savings* MARINE CORP MARATHON CQ WW DX PHONE	**Oct 26**	**Oct 27**	**Oct 28** 2000 NVFMA 146.790 MHZ 2100 FARA NET 147.165 MHZ VEC GLENBURNIE, MD	**Oct 29** 2000 OVH NET 146.970 MHZ	**Oct 30**	**Oct 31** *Halloween*
Nov 1 1700 10-10 EAGLE NET 28.340 MHZ VEC LANDOVER HAMFEST MASON-DIXON	**Nov 2**	**Nov 3** *Election Day*	**Nov 4** 2000 NVFMA 146.790 MHZ 2100 FARA NET 147.165 MHZ	**Nov 5** 2000 OVH NET 146.970 MHZ	**Nov 6**	**Nov 7** VEC PORTSMOUTH
Nov 8 1700 10-10 EAGLE NET 28.340 MHZ	**Nov 9**	**Nov 10** FARA MEETING	**Nov 11** 1930 MARC NET 28.450 MHZ 2000 NVFMA 146.790 MHZ 2100 FARA NET 147.165 MHZ *Veterans Day*	**Nov 12** 2000 OVH NET 146.970 MHZ	**Nov 13**	**Nov 14** 0830 OVH BREAKFAST VEC DAVIDSONVILLE VEC ALEXANDRIA
Nov 15 1700 10-10 EAGLE NET 28.340 MHZ	**Nov 16**	**Nov 17**	**Nov 18** 2000 NVFMA 146.790 MHZ 2100 FARA NET 147.165 MHZ	**Nov 19** 2000 OVH NET 146.970 MHZ	**Nov 20** VEC TEMPLE HILLS	**Nov 21** VEC LAUREL VEC HERNDON VEC HAMPTON
Nov 22 1700 10-10 EAGLE NET 28.340 MHZ	**Nov 23**	**Nov 24**	**Nov 25** 2000 NVFMA 146.790 MHZ 2100 FARA NET 147.165 MHZ	**Nov 26** 2000 OVH NET 146.970 MHZ *Thanksgiving*	**Nov 27**	**Nov 28**

PLEASE LEAVE ME A PACKET MSG WITH ANY UPDATES YOU MIGHT HAVE

10/11/1992

OCTOBER

1991