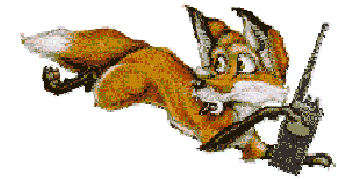




Fox Hunting

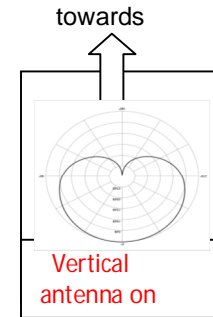
ARDF - Amateur Radio Direction Finding
using the **80 metre** band



- Get a **control card** on which you write your **Name**, (Call-sign), **Age**, **Address**, and **Phone number** - twice please. Hand this card in to the “Convenor / Starter” who will copy your details onto his Start Sheet and allocate a **Start Time** (in 5 minute intervals). He will keep half of the card (for possible search and rescue eventualities).
- **Only after starting may you plug in the headphones** that turns on your “**sniffer**” (radio).

START SHEET										SEARCH-DIFFC		
MOE	MOI	MOS	MOH	MO5	Name					Branch	Age group	
6	7	8	9	10	11	12	13	14	15	16	17	18
Competitors Fill in the spaces with the heavy outlines.										Call-sign	Age group	
You must report to the Starter whether or not you complete the search. Otherwise a search will be interrupted.										Comp. No.	Name	Contact

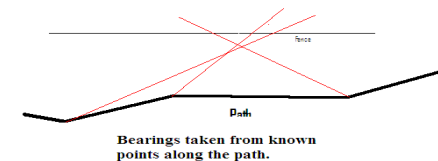
- There are five foxes, each broadcasting their own morse code signal on their own frequency. Tune to hear:
 - M O E** sounds like “dah dah dah dah dit” on **3.51 MHz**
 - M O I** sounds like “dah dah dah dit dit” on **3.52 MHz**
 - M O S** sounds like “dah dah dah dit dit dit” on **3.53 MHz**
 - M O H** sounds like “dah dah dah dit dit dit dit” on **3.54 MHz**
 - M O 5** sounds like “dah dah dah dit dit dit dit dit” on **3.55 MHz**



- As you turn yourself around, the signal peaks when the ferrite rod is broadside to the fox (front and back). To resolve this ambiguity about which way to go towards the fox, press the red button to activate the telescopic antenna as well. This changes the signal reception lobes as seen by the signal strength graph shown here. Greatest accuracy is obtained when the signal fades out completely. When you are getting close to a fox, you will need to attenuate the signal (volume control).
- The fox is not really hidden, because it takes the form of a white and orange prism-shaped flag. Attached to it is a uniquely patterned paper punch with which you can clip your control card to prove that you have found it - thus scoring 20 points.
- **Time allowed is 40 minutes** (+10 minutes for those aged over 65 years). **One point will be deducted for each minute late in returning.** As you finish, we shall record your finishing time, check the clips, and compute your score. The control cards will be displayed (in order) on a line, so that you may compare your score with other hounds, and discuss your strategies. Resolve to do better at the next fox hunting event.
- **You must hand in your control card** even if you abandon the hunt, otherwise we will think that you are lost and a search party may be sent out to find you.



TIP: Find out about “**triangulation**”. From two or three different known places on your map, plot the bearings to all of the foxes that you can hear. (For this you may need a compass to orientate your map.) Then go a bit further along the road to a precise corner to take more bearings, thus making an **intersection** of these bearings. The intersections indicate where each of the foxes are hiding. Then study your map to plan how to run around the park by the shortest route, scoring 20 points for each fox as you find them. This is faster than bush-bashing towards each fox in turn – besides, saving the foliage from being trampled.



REMEMBER: Keep an eye on your time out, so as to avoid point deductions for being late back.

IF YOU HAD FUN, A GOLD COIN DONATION FOR BATTERY REPLACEMENT WOULD BE APPROPRIATE