

Field Days

- FFF / POTA Week-end
- Hamping - Beginner Ham Radio Field Day
- SOTA Youth Field Day
- Forest Field Day

FFF / POTA Week-end

Flora Fauna Weekend with Youngsters

Event Details

- **Name of the event:** Flora Fauna Weekend with Youngsters
- **Participants:** 10-15
- **Experience Level:** None to Advanced
- **Duration:** ~2 days

Location and Facilities

- **Space Needed:**
 - Camping ground with tables and a fireplace
 - Ample space for antenna setup

Food

- **Type:** Regular camping food (e.g., barbeque, soup)
- **Source:** Grocery store
- **Budget:** Under 10 euros per participant

Finances

- **Equipment:** Can be borrowed from nearby clubs
- **Food:** Participants will contribute (around 10 euros each)

- **Transport:** Carpool or public transport

Materials and Equipment

- **Radio Equipment:**
 - Antennas, wires
 - Battery power (car battery or inverter)
 - Radios, pliers, coax, connectors, headphones, electric tape, crimping tools
- **Camping Equipment:**
 - Flashlights, sleeping bags, tents
 - Handheld radios, cooking gear, dishes, food prep equipment
 - A large tent for the radio shack

Organizer Preparations

- Ensure transport is arranged (public transport or car)
- Gather and check all equipment
- Account for any special needs of participants
- Prepare a meal plan and ensure enough food for all
- Be ready for any type of weather conditions
- Schedule activities and allow some extra time for flexibility
- Plan free-time activities such as games

Participant Checklist

- Bring your own camping gear
- Bring handheld radios

Event Structure

- Participants arrive at the flora fauna location for a weekend
- Youngsters set up antennas and the radio station themselves
- Station activation and amateur radio operations
- Learning sessions on survival skills in the forest

Hamping - Beginner Ham Radio Field Day

Hamping

Group Members:

- Alex 2E0FMZ
- Hannah 9A5YYQ
- Fabien OK1GAL
- Francesco IU3OVL
- Dominik DL1DJH

Event Overview:

- **Name of the Event:** Hamping
- **Number of Participants:** 10-15 people (mostly younger attendees, under 14)
- **Level of Experience:** Little experience; participants just got their licenses.
- **Duration:** 2 days (1 weekend)
- **Location:** Campsite with basic facilities (restroom, showers).
- **Focus:** Fun, hands-on activities to teach beginners practical ham radio skills in a relaxed outdoor environment.

Food:

- **Meals Needed:**
 - **Day 0 (Arrival Day):** Dinner.
 - **Day 1:** Breakfast, Lunch, Dinner.
 - **Day 2:** Breakfast, Lunch, Dinner.
 - **Day 3 (Departure Day):** Breakfast.

- **Organizing Food:**

- Plan for 8 meals in total.
- Simple, camping-friendly meals like sandwiches, grilled items, salads, and snacks.
- Consider dietary needs and restrictions (e.g., vegetarian, gluten-free).

Budget:

- **Expenses:**

- Food, event space, restrooms/showers, toilet paper, soap, equipment for lessons/group activities, and accommodation.

- **Funding Sources:**

- Local radio society and potential sponsorships from local companies.
- Participants may contribute a small fee to cover food and space rental.

Materials and Equipment Needed:

- **Radio Equipment:**

- Portable radio station.
- Antennas (including satellite antennas).
- Tents for camping.
- SSTV equipment for the activities.

- **Camping Equipment:**

- Tents, sleeping bags, lamps, mosquito spray.

- **Other Supplies:**

- Station setup tools.
- Teaching materials for classes.
- Group activity resources (stopwatch, notepads, etc.).

Organizer's Preparations:

- **Venue:** Secure the event space (campsite) with access to restrooms and showers.
- **Food:** Organize and plan the meals.
- **Facilities:** Ensure all necessary equipment (radio, antennas) and supplies are available and functional.
- **Activities:** Plan the schedule for the entire weekend and ensure all teaching materials are ready.

What Participants Need to Bring:

- Personal camping gear (tents, clothes, lamps, etc.).
- Basic camping supplies (mosquito spray, water bottle).
- Enthusiasm and willingness to learn!

Event Structure and Schedule:

Time	Day 0: Arrival Day	Day 1: Satellites	Day 2: SSTV	Day 3: Final Day
09:00-10:00	-	Breakfast	Breakfast	Breakfast
10:00-12:00	-	Build a Satellite Antenna Lab	How SSTV Works Class	Goodbyes
12:00-13:00	-	Lunch	Lunch	-
13:00-15:00	-	Station Setup Class & How to QSO	SSTV Funniest Meme Competition	-
15:00-17:00	-	Off the Air / In the Water: CQ Contest in a Pool	Tour of Host Town	-
17:00-18:00	Dinner	Dinner	Dinner / Bring your favorite snack	-
18:00-20:00	Opening & Introductions (ice breakers)	Working Satellites at Night	HF Radio Station Time (slots per team)	-

Detailed Event Breakdown:

Day 0: Arrival Day

- **17:00-18:00: Dinner**
 - Participants arrive, set up camp, and enjoy a group dinner.
- **18:00-20:00: Opening and Introductions**
 - Ice-breaker activities to help participants get to know each other.
 - Overview of the weekend's activities and expectations.

Day 1: Satellite Operations

- **09:00-10:00: Breakfast**
- **10:00-12:00: Build a Satellite Antenna Lab**

- Learn how to construct a simple satellite antenna.
- Participants work in small groups to build and test their antennas.
- **12:00-13:00: Lunch**
- **13:00-15:00: Station Setup Class & How to QSO**
 - A hands-on class about setting up a radio station and making QSOs.
 - Participants will practice making QSOs using their newly built satellite antennas.
- **15:00-17:00: Off the Air / In the Water: CQ Contest in a Pool**
 - A fun, off-air contest where participants try to simulate QSOs while in a swimming pool.
 - This promotes team-building and creativity while reinforcing QSO skills.
- **17:00-18:00: Dinner**
- **18:00-20:00: Working Satellites at Night**
 - Night-time satellite tracking and communication exercises.
 - Participants will use their antennas to contact satellites and make QSOs.

Day 2: SSTV (Slow Scan TV) and Exploring the Town

- **09:00-10:00: Breakfast**
- **10:00-12:00: How SSTV Works Class**
 - A class explaining the basics of Slow Scan Television (SSTV).
 - Participants will learn how to send and receive images via radio.
- **12:00-13:00: Lunch**
- **13:00-15:00: SSTV Funniest Meme Competition**
 - A friendly competition where participants create and send their funniest SSTV memes.
 - Images will be judged based on creativity and humor.
- **15:00-17:00: Tour of Host Town**
 - A relaxed walking tour of the nearby town or surrounding area, allowing participants to unwind and explore.
- **17:00-18:00: Dinner / Bring Your Favorite Snack**
 - Participants enjoy a group dinner and share their favorite snacks with each other.
- **18:00-20:00: HF Radio Station Time**
 - Participants will have scheduled time slots to operate an HF station and make QSOs on various bands.
 - This is a key part of their hands-on learning experience.

Day 3: Departure Day

- **09:00-10:00: Breakfast**
- **10:00-12:00: Goodbyes**
 - Recap of the weekend's activities.
 - Encourage participants to stay in touch and continue exploring ham radio.

Learning Objectives:

- Teach participants how to set up a radio station, make QSOs, and operate on different modes.
- Provide hands-on experience with satellite communication and SSTV.
- Encourage teamwork and creativity through contests and group activities.
- Familiarize participants with the process of building antennas and operating in the field.
- Foster a love for ham radio and outdoor activities.

SOTA Youth Field Day

SOTA Youth Field Day - Summit on the Air Activation

Group Members:

- 9A3BYW
- ON6RF
- ET3AA
- EA6ALW
- ON3MKO

Event Overview:

- **Name of the Event:** SOTA Youth Field Day
- **Number of Participants:** 6 people (2 experienced, 4 beginners)
- **Level of Experience:** Beginners who just got their licenses, with two experienced participants to guide them.
- **Duration:** 30 hours (2 days with overnight camping on the summit)
- **Location:** Easily accessible summit via cable car/public transport or a simple means of transportation.

Space Needed:

- **Radio Tent (4x4m):** For radio operation, equipped with tables, chairs, and logging equipment.
- **Larger Tent:** For non-radio needs, such as sleeping, dining, and relaxation.

Food:

- **Meals:** 3 meals a day:
 - Simple, easy-to-prepare or pre-cooked meals (e.g., pasta, rice-based meals).
 - Snacks and drinks for energy throughout the day.
- **Catering Equipment:** Portable stoves, pots, and utensils for meal preparation.

Budget:

- **Estimated Costs:** €500 (requires detailed budgeting based on location and supply costs).
 - **Expenses Include:**
 - Food for the duration of the event.
 - Camping equipment (if not already available).
 - Transportation costs for equipment and participants.
 - **Funding Sources:** Local radio society, participant contributions, potential sponsorship.

Materials and Equipment Needed:

- **Tents:**
 - 1 tent for radio operations.
 - 1 tent for sleeping and other needs.
- **Power Supply:**
 - Batteries for the radio equipment.
 - Solar panels for battery recharging.
- **Radio Equipment:**
 - HF radios, antennas, masts, cables, TRX (transceivers).
 - Antennas and other materials for satellite communication (if applicable).
 - Logging equipment: laptops, tablets, or paper logs.
- **Furniture:** Tables and chairs for the radio setup.
- **Camping Equipment:** Sleeping bags, camping beds.
- **Catering Equipment:** Cooking gear, portable stoves.
- **First Aid Kit:** Ensure the group is prepared for minor injuries or health issues.
- **HT Radios:** Participants should bring handheld radios, but extras should be provided if necessary.
- **Transportation:** A vehicle or van to carry equipment to the summit.

Organizer's Preparations:

- **Pre-event:**

- Announce the event and open registration for participants.
- Grocery shopping for food and supplies.
- Test all equipment before the event (batteries, radios, antennas).
- Recharge batteries and prepare solar panels.
- Ensure all necessary permits and authorizations for the location.
- Monitor weather conditions, and prepare a contingency plan.
- For satellite work, calculate satellite passes over the summit during the event.

What Participants Need to Bring:

- **Personal Items:**

- Sleeping bag, clothing (including extra underwear), and hygiene products.
- A backpack for personal items and water bottles.
- Optional: small portable radios or handheld transceivers (HTs).

Event Structure:

Pre-Event Preparation:

- **Day Before the Event:**

- Go to the summit in advance to do a test run with one radio.
- Ensure everything is working smoothly to guarantee a successful and enjoyable activation.

Day 1 (Morning - Arrival and Setup):

1. **Early Morning:**

- Meet at an agreed location.
- Pack all supplies and equipment into a transport vehicle and head to the summit.

2. **Arrival at the Summit:**

- Teach participants the basics of setting up a campsite:
 - Setting up the tents (radio tent and sleeping tent).
 - Ensuring proper positioning of the tents to protect from wind or adverse weather.

- **Activity:** Team-building exercise to establish the camp quickly and efficiently.

Day 1 (Afternoon - Radio Setup and Activation):

1. Lunch Break:

- Enjoy a simple meal to refuel before starting the radio activities.

2. Radio Station Setup:

- Show the participants how to set up the radio equipment:
 - Set up antennas and teach about orientation for optimal signal.
 - Connect radios, batteries, and logging equipment.
 - Basic tips for antenna placement and adjusting for various bands.
- **Activity:** Each participant assists in different parts of the station setup.

3. SOTA Activation (Afternoon - Early Evening):

- **Objective:** Help participants complete contacts on various bands and modes.
- Start with **Search & Pounce (S&P)** mode, where participants listen for signals and make contact.
 - Beginners will start with easier contacts, gaining confidence in operating the station.
- Once participants are comfortable, they can begin **Calling CQ** for SOTA activation.
 - Guide them through handling a pile-up, as it's almost guaranteed on a summit.
- **Backup Activities:**
 - For those waiting to operate the HF station, provide other activities like:
 - **Hiking** or exploring the summit.
 - **Geocaching** if the area supports it.
 - **Animal watching** or **nature exploration**.
 - **Stargazing** after dark (depending on weather).
- **Satellite Operations (Optional):**
 - Teach participants how to work SOTA via satellite, explaining how to track satellite passes and make contacts.

4. Dinner and Evening Activities:

- **Dinner:** Cook a simple meal together as a group.
- After dinner, relax and socialize around the campsite.
- **Night Activity:** Continue operating the HF station or satellite, giving participants the opportunity to make night-time contacts.

Day 2 (Morning - Pack Up and Departure):

1. Morning Activity:

- Clean up and pack away all radio equipment and antennas.
 - Ensure all logging is completed and saved.
 - Review the basics of how the station was disassembled for future reference.
2. **Camp Pack-Up:**
 - Pack up tents, clean the site, and ensure no trash is left behind.
 - Make sure the camp area is left better than it was found.
 3. **Departure from Summit:**
 - Travel back down the summit together, reflecting on the weekend's achievements.

Learning Objectives:

- Teach participants how to properly set up a ham radio station for SOTA activation.
- Provide hands-on experience with antenna setup, radio operation, and logging.
- Help beginners gain confidence in making contacts, including handling pile-ups and calling CQ.
- Encourage teamwork through shared camp setup and maintenance activities.
- Introduce satellite communications as an additional fun and educational activity.

Forest Field Day

Forest Field Day - Beginner Ham Radio Workshop

Group Members:

- Group 11: Mario EA1JAY, GeunHo DS3QGH, Larissa OE3YLR, Joss ES5JOSS, Paul F4ILV

Event Overview:

- **Name of the Event:** Forest Field Day
- **Number of Participants:** 4-8 people (plus at least 4 coordinators, with at least one YL)
- **Level of Experience:** Beginner, ages 7+ (participants have just obtained their licenses)
- **Duration:** 1 day (from 9 AM to 4 PM)
- **Location/Space Needed:**
 - A public park with enough open space for setting up tents and radio stations.
 - Areas for antenna-building, ARDF (Amateur Radio Direction Finding) activities, and socializing.

Food:

- **Meals:**
 - Participants should bring their own lunch boxes.
 - BBQ equipment for group cooking (participants can bring their own meat and sides).
 - Snacks and desserts can be ordered or brought by participants (e.g., fruits, cookies).

Budget:

- **Costs:**

- Event budget: \$200 - \$450 (10 Euros per person).
- Funding options:
 - Ask for sponsorships from public park authorities or foundations.
 - Contribution from participants to cover food, BBQ items, and materials.

Materials and Equipment Needed:

- **Radio Equipment:**

- 1 radio station for group use.
- Antennas (materials for making antennas).
- Phonetic alphabet code cards.

- **Field Day Equipment:**

- Tents for participants and coordinators.
- ARDF receiver/transceiver for Fox Hunting.
- Ropes or flags for marking boundaries for activities.
- BBQ equipment for lunch.

- **Additional Supplies:**

- Flashlights, water bottles, and basic outdoor supplies.

Organizer's Preparations:

- **Tents:** Set up tents for group activities, shelter, and BBQ station.
- **Equipment Testing:** Ensure that the radio station, ARDF receivers, and other materials are functioning correctly.
- **Phonetic Alphabet Cards:** Print and prepare phonetic alphabet flashcards for the "battleship" game.
- **Safety Gear:** Make sure all participants are briefed on outdoor safety and ARDF rules.
- **Entertainment:** Prepare short, engaging movie clips related to ham radio to break up the hands-on activities.

What Participants Need to Bring:

- Flashlights, water bottles, sun protection (hats, sunscreen).
- Comfortable outdoor clothing and shoes suitable for walking and physical activity.
- Optional: Snacks and drinks for sharing during breaks.

Event Structure:

Time	Activity	Description
9:00-9:30	Welcome & Introduction	Participants arrive and settle in. Brief introduction to the day's schedule, safety guidelines, and objectives.
9:30-10:30	Antenna Building Workshop	Hands-on session where participants learn to build a simple antenna using the provided materials.
10:30-11:00	Movie Clips & Discussion	Watch short educational clips on ham radio, its history, and its modern-day uses (emergency communication, space).
11:00-1:00	Phonetic Code Battleship Game	A fun, interactive game where participants practice the phonetic alphabet using a "battleship"-style format.
1:00-2:00	BBQ Lunch Break	Participants enjoy a BBQ lunch, socialize, and discuss ham radio topics with coordinators.
2:00-4:00	Fox Hunting (ARDF)	Introduction to ARDF (Amateur Radio Direction Finding). Participants form teams and hunt for hidden transmitters using ARDF receivers.
4:00 PM	Closing & Departure	Recap of the day, certificate or small gift for participants, and goodbyes.

Detailed Event Breakdown:

1. Welcome & Introduction (9:00-9:30 AM):

- Greet participants and give a brief overview of the day's activities.
- Go over safety instructions and explain the objectives of the event.
- Set the tone for a fun and educational day in nature.

2. Antenna Building Workshop (9:30-10:30 AM):

- **Objective:** Teach participants how to construct a simple antenna.
- **Activity:** Using materials provided (e.g., wire, poles, connectors), participants will work in pairs or small groups to build an antenna.
- **Outcome:** By the end of this session, participants should be familiar with basic antenna construction principles and how to connect the antenna to a radio station.

3. Movie Clips & Discussion (10:30-11:00 AM):

- **Objective:** Introduce ham radio through entertaining and educational videos.
- **Activity:** Watch short clips that explain the basics of ham radio, its historical importance, and its application in modern times (e.g., emergency communications, satellite operations).
- **Outcome:** Participants gain a better understanding of why ham radio is important and exciting.

4. Phonetic Code Battleship Game (11:00 AM - 1:00 PM):

- **Objective:** Help participants learn and practice the **ICAO Phonetic Alphabet** in a fun way.
- **Activity:**
 - Split participants into teams and play a battleship-style game using the phonetic alphabet.
 - Teams will call out grid coordinates using the phonetic alphabet (e.g., "Bravo 3") to try and "hit" the opponent's ships.
 - This game reinforces the phonetic alphabet while adding an element of competition.
- **Outcome:** Participants become more comfortable with using the phonetic alphabet, an essential skill in ham radio.

5. BBQ Lunch Break (1:00-2:00 PM):

- **Objective:** Socialize and relax while enjoying a BBQ lunch.
- **Activity:**
 - Participants can cook their food over a BBQ, chat about the morning activities, and enjoy the natural surroundings.
 - Coordinators can use this time to answer any questions about ham radio or give one-on-one attention to participants who need help.

6. Fox Hunting (ARDF) (2:00-4:00 PM):

- **Objective:** Introduce participants to **Amateur Radio Direction Finding (ARDF)**, also known as "fox hunting."
- **Activity:**
 - Split participants into teams.
 - Teach the basics of ARDF, where teams use radio receivers to locate hidden transmitters (the "foxes") placed around the park.
 - Teams compete to see who can find all the transmitters the fastest.
- **Outcome:** Participants learn how to use direction-finding equipment and gain experience in tracking signals.

7. Closing & Departure (4:00 PM):

- Gather all participants for a brief closing ceremony.
- Recap the day's lessons and activities, highlighting what was learned.
- Give participants a small certificate or souvenir to commemorate their participation.
- Thank everyone for attending and encourage them to continue exploring ham radio!

Learning Objectives:

- Teach participants how to build and set up antennas for ham radio.
- Help them become comfortable with using the phonetic alphabet during radio communication.
- Provide hands-on experience with ARDF (Fox Hunting) to develop their direction-finding skills.
- Create a fun and engaging environment that encourages participants to explore ham radio further in the future.