

Games

- [HOOOLA](#)
- [Morse Code Learning - CW Scribble](#)
- [Construction Contest](#)

HOOOLA

HOOOLA - Phonetic Alphabet Learning Event

Group Members:

- Maria 5B4AQB
- Viktor OE5SZV
- Bence HA7FB
- Mohamed SU1ME
- Aron 9A7AS

Event Overview:

- **Name of the Event:** HOOOLA
- **Number of Participants:** Groups of 4 people
- **Level of Experience:** Each group consists of 2 experienced participants and 2 inexperienced participants.
- **Duration:** Potentially 2 days.
- **Location/Space Needed:** A shack (basic facilities).

Food:

- **Meals:** 3 meals per day.
- **Organization:** Organizer needs to prepare meals in advance or arrange food delivery. Ensure there's enough food for the duration of the event.

Budget:

- **Do you need money for the event?** Yes, potentially.
- **Amount and Fundraising:** Estimate the cost for food, equipment, and space. Consider getting sponsorships or contributions from participants.

Materials and Equipment Needed:

- A radio
- An antenna
- A computer
- An amplifier
- A4 paper

Organizer's Preparations:

- Ensure the A4 paper is readable (e.g., printed or handwritten clearly).
- Confirm that all equipment (radio, antenna, amp, computer) works properly.
- Prepare food arrangements in advance.

What Participants Need to Bring:

- Sleeping bag
- Toiletries

Game Explanation and Rules:

- The game is designed to help participants learn the phonetic alphabet by engaging in real QSOs (contacts over the radio).

How the Game Works:

1. Team Setup:

- Experienced operators are seated next to inexperienced operators.

- The inexperienced operator starts by logging QSOs (radio contacts), while the experienced operator handles the radio operations.

2. **Switching Roles:**

- Once the inexperienced operator feels confident, they switch places with the experienced operator and begin making QSOs themselves.

3. **Independence:**

- After some practice, the inexperienced operators will be left to handle QSOs on their own, allowing them to build confidence in using the phonetic alphabet during radio communication.

4. **Goal:**

- The main objective is to help inexperienced operators become comfortable with radio communication, especially in using the phonetic alphabet.

Morse Code Learning - CW Scribble

CW Scribble & Hangman - Morse Code Learning Event

Group Members:

- Jules F4IEY
- Suzan PD3SZN

Event Overview:

- **Name of the Event:** CW Scribble, combined with Hangman
- **Number of Participants:** 6 people
- **Level of Experience:** 0-100% (Participants may range from beginners to experienced)
- **Duration:** 1-2 days
- **Location/Space Needed:**
 - Can be done remotely or in a physical room.
 - Morse key and computer required for either option.

Food:

- **Meals:** Not needed.

Budget:

- **Do you need money for the event?**
 - If done remotely, no additional costs beyond a computer.
 - If in-person, money might be needed to rent a room or space.

Materials and Equipment Needed:

- Morse key
- Computer (for remote participation or additional game features)

Organizer's Preparations:

- Prepare a list of random words that can be found easily using Google or other resources.
- Set the time and place for the event (either a physical location or an online platform for remote participation).

What Participants Need to Bring:

- Laptop (for both in-person and remote participation)

Game Explanation and Rules:

Game Format: CW Scribble (with Hangman bonus rounds)

1. **Objective:** Help participants learn and practice Morse code (CW) by guessing and spelling random words using CW. Up to 10 letters and numbers will be used during the game.
2. **How it Works:**
 - Each round, a player selects a random word from a pre-determined list (offering 3 choices).
 - The player transmits the word in Morse code, and the other participants have to guess the word and spell it back using CW.
 - Correct answers earn points, and the player who accumulates the most points by the end of the game wins.
3. **Bonus Round (Hangman Variant):**

- To make the game more engaging, a "Hangman Bonus Round" will be included.
- In this round, participants must guess a more complicated word transmitted in CW.
- This round offers additional points compared to regular rounds, encouraging participants to improve their Morse code proficiency.

Additional Game Idea: Codeword in CW

- **Concept:** This variation can also be played online. Clues and answers are provided exclusively in CW.
- Participants must decipher the clues and respond with the correct answers, all using Morse code. This version emphasizes both accuracy and speed in interpreting and transmitting CW.

Construction Contest

Construction Contest (CC) - QSO Practice Event

Group Members:

- Not specified (teams will be formed at the event)

Event Overview:

- **Name of the Event:** Construction Contest (CC)
- **Number of Participants:**
 - Teams of 2-4 people each, with a mix of instructors and builders.
 - As many teams as needed.
 - 1-2 referees overseeing the event.
- **Level of Experience:**
 - Basic communication via radio.
 - Participants should be newly licensed and familiar with making basic QSOs (radio contacts).
- **Duration:**
 - Flexible, depending on the complexity of the object to be constructed (e.g., 1-3 hours).
- **Location/Space Needed:**
 - The event requires 2 separate rooms or outdoor spaces for each team.
 - Teams must not hear each other without using the radios.

Food:

- **Meals:** Not necessary.

- **Refreshments:** Provide fresh water and light snacks (e.g., fruit) to keep participants energized.

Budget:

- **Do you need money for the event?** Yes.
 - **What for:**
 - Purchase of Lego sets or materials for building.
 - Handheld radios (2 per team).
 - Transportation of teams.
 - Rental of any required space or additional materials.

Materials and Equipment Needed:

- **For Each Team:**
 - 2 handheld radios (one for the instructor, one for the builders).
 - A small customizable Lego set (or another building kit such as an electronic circuit).
 - Building instructions for the instructors.
- **Other Equipment:**
 - Space for separation of the teams (either rooms or outdoor areas).

Organizer's Preparations:

- Acquire pairs of identical small Lego sets (or similar construction materials like breadboards and circuit components).
- Prepare building instructions for the instructors.
- Set up the spaces so that teams cannot communicate without radios.

What Participants Need to Bring:

- Nothing. All equipment will be provided by the organizer.

Game Explanation and Rules:

Objective:

- The goal is to help participants practice QSOs by explaining how to build an object via radio communication.
- Instructors must clearly convey the instructions to the builders using only their radios, improving communication skills and comfort with radio operation.

How the Game Works:

1. Team Setup:

- Each team is divided into two roles: instructors and builders.
- Instructors are given a manual with step-by-step instructions on how to build the object (e.g., a Lego set or a simple electronic circuit).

2. Communication Rules:

- The instructors and builders are placed in separate rooms or locations. They can only communicate via their handheld radios.
- Instructors must guide their builders step by step through the construction process, describing how to position and assemble the pieces.

3. Winning the Game:

- The first team to correctly complete their build according to the instructions wins.
- The referee will check to ensure the build matches the instruction manual exactly.

4. Referee's Role:

- Ensure that all communication is done via radio (no shouting or other methods of communication).
- Provide assistance with the radios if needed and offer tips on proper radio operation (e.g., proper use of phonetic alphabet, clear communication).

Learning Outcomes:

- Participants practice making QSOs under pressure.
- Teams improve their ability to clearly communicate instructions over the radio.
- Builders become more comfortable asking clarifying questions and working through tasks via radio communication.