

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.

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