









- The Sport of Radio Orienteering, ARDF
- Orienteering What is it?
- Topographical Maps
- RO/ARDF different from Orienteering
- Courses and events
- Getting Started on the Cheap
- Receivers for 2M and 80M
- Directional Antennas
- Attenuators
- Foxes for 2M & 80M
- Misc. Equipment Maps and Compass

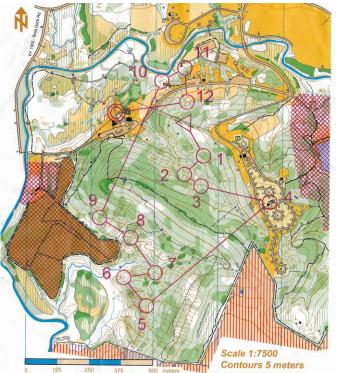








- Radio orienteering combines the skills of Orienteering, the equipment and expertise of Radio Direction Finding and the athleticism of cross county running and combines them into a fun and competitive sport.
- Orienteering: Orienteering is a sport in which orienteer's use an accurate, detailed <u>map</u> and a <u>compass</u> to find points in the landscape. It can be enjoyed as a walk in the woods or as a competitive sport.
- A standard orienteering <u>course</u> consists of a start, a series of control sites that are marked by circles, connected by lines and numbered in the order they are to be visited, and a finish. The control site circles are centered around the feature that is to be found; this feature is also defined by <u>control descriptions</u> (sometimes called clues). On the ground, a <u>control flag</u> marks the location that the orienteer must visit.





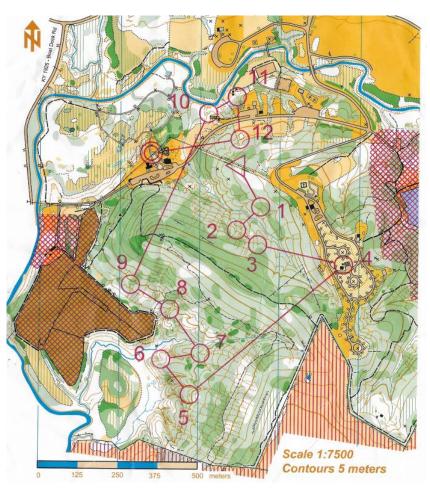




Orienteering Basics



- Topographical Maps
- Colors
- Scale
- Orienteering Lines
- Contour Lines
- Features Descriptions
- Control Descriptions
- Compass Training







Orienteering – A thinking Sport



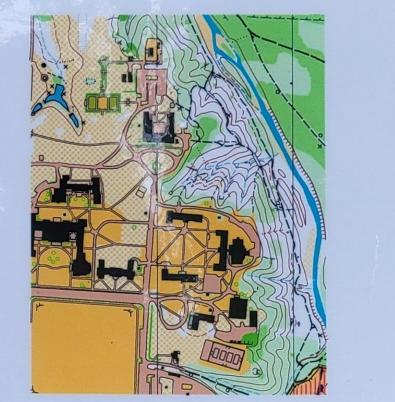
Detailed Maps – Loaded with information

Orienteering Map

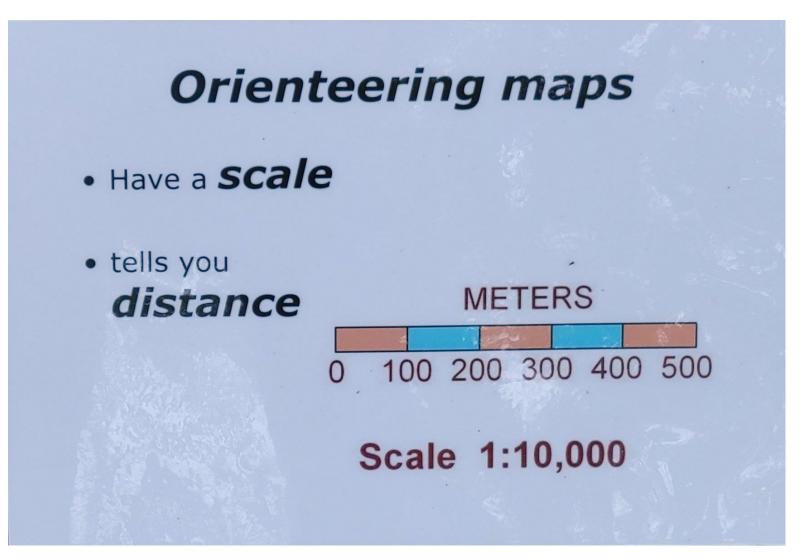
Very detailed
 topographic
 map. (contours)

Uses

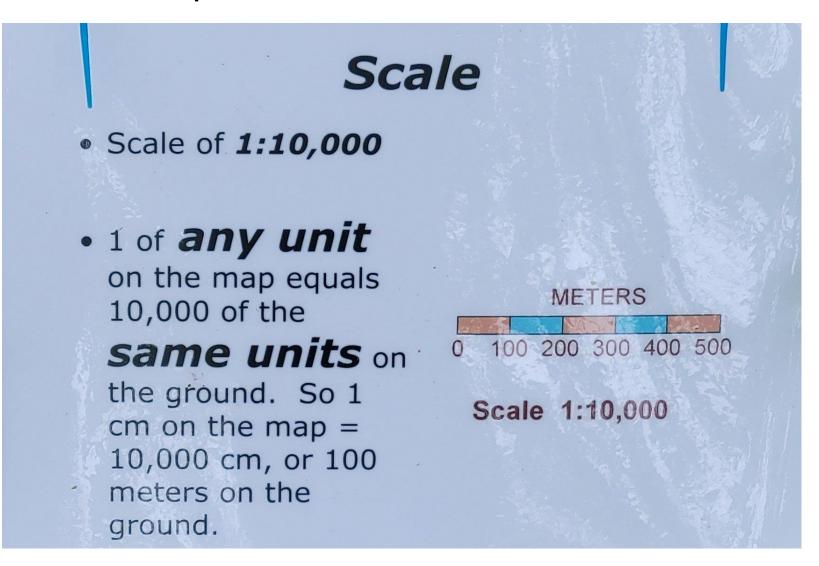
 international
 standard colors
 and symbols



Map Scale

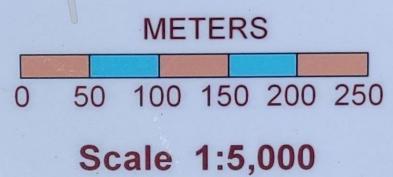


Map Scale – How far is it

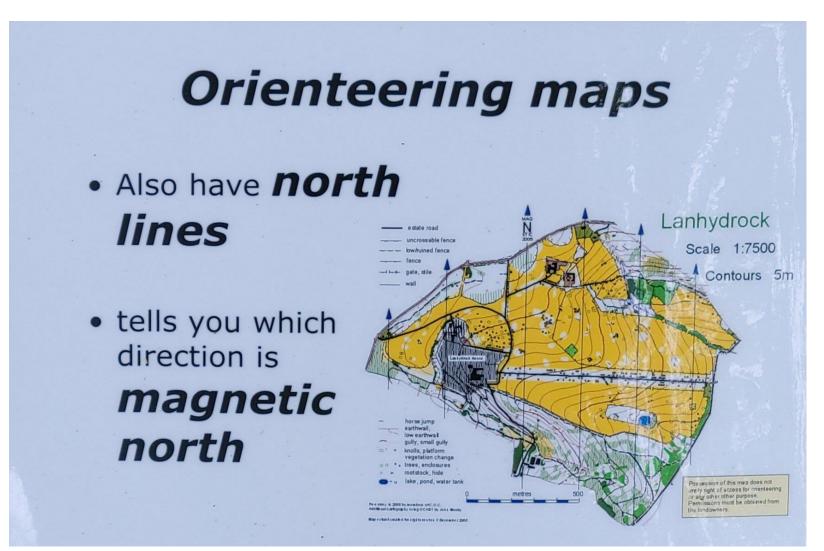


Map Scale – Smaller Area

• At a scale of 1:5000, 1 cm on the map is how far on the ground? Divide 5000 by 100, and you get 50. So at 1:5000, 1 cm is only 50 m on the ground.



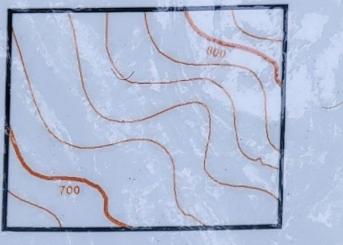
Which way is North – Orientation



Contour Lines – Hills and Valleys

Contour lines

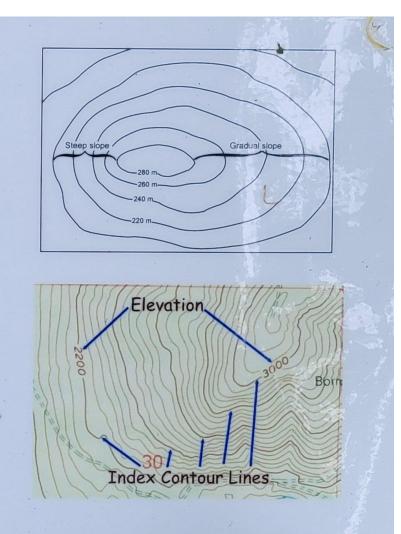
- Show elevation
- Show shape of the land
- Every point on the same contour line is at the same elevation.
- The difference in elevation between two lines is called the contour interval



Contour Lines

Contour lines

- Contours close together = steep slope
- Contours far apart = gentle slope
- Every 5th contour is an *index contour*
- Orienteering maps usually do not show elevation numbers

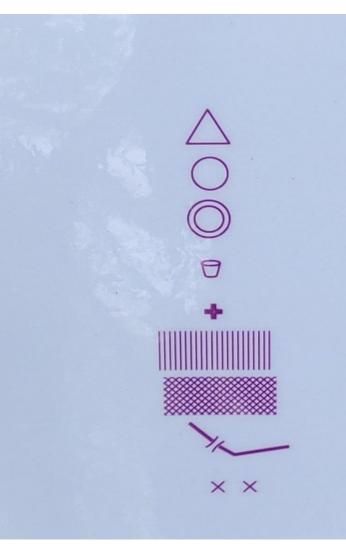


Orienteering Maps - Lots of Colors

Map Colors and symbols

- Purple or red course symbols
- Blue water
- Black manmade or rock
- Brown land features and contours
- Yellow open land, fields, meadows
- Green (and white) forest

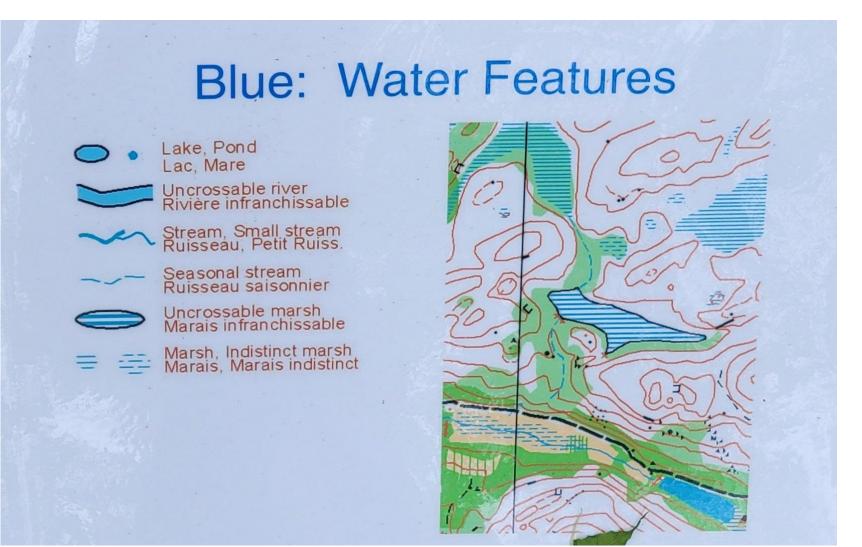
Purple or Red



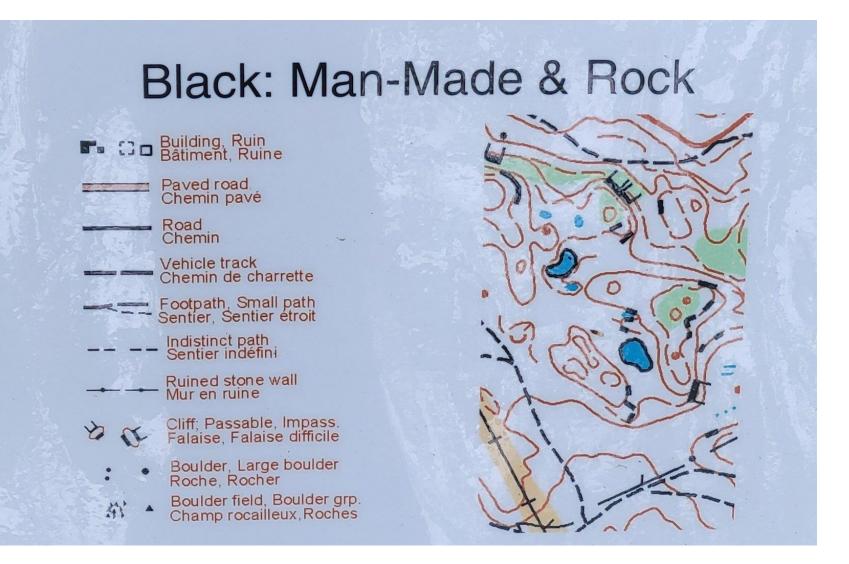
Purple

- Start triangle
- Control circle
- Finish double circle
- May also show
 - Drinking water
 - First aid
 - Out of bounds areas
 - Dangerous areas
 - Mandatory route or crossing point
 - Forbidden route

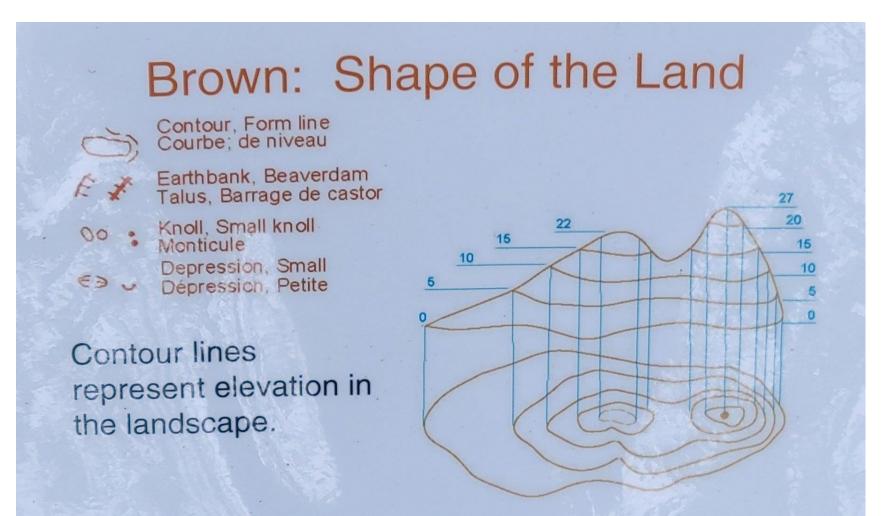
Blue - Water



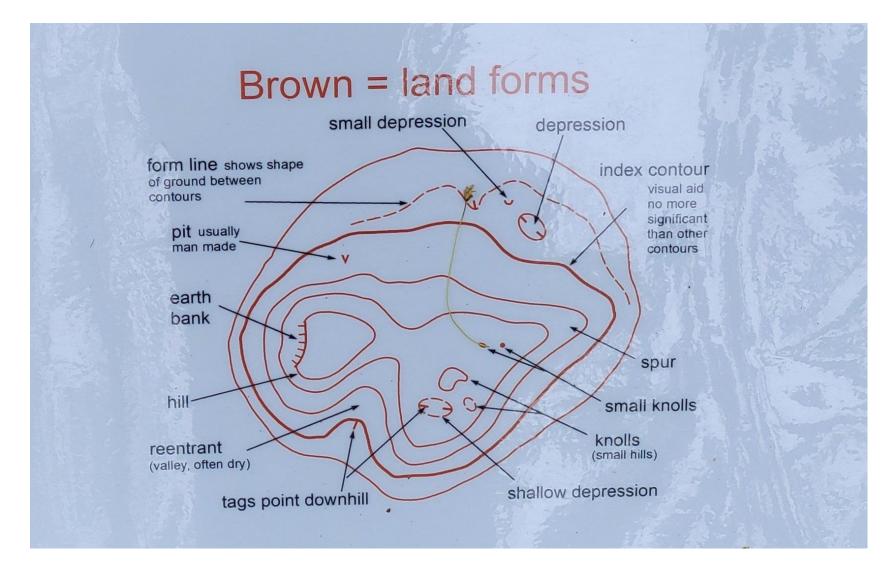
Black – Man Made & Rocks



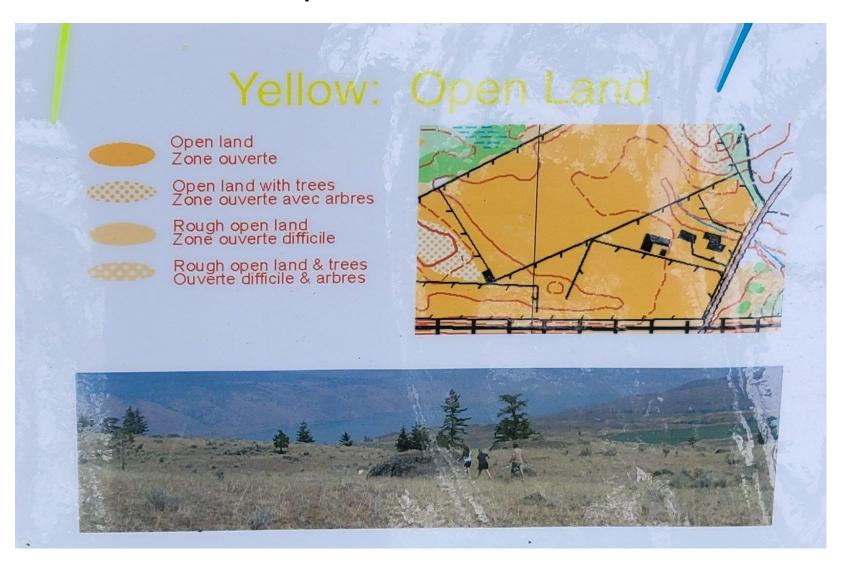
Brown – Contour Lines



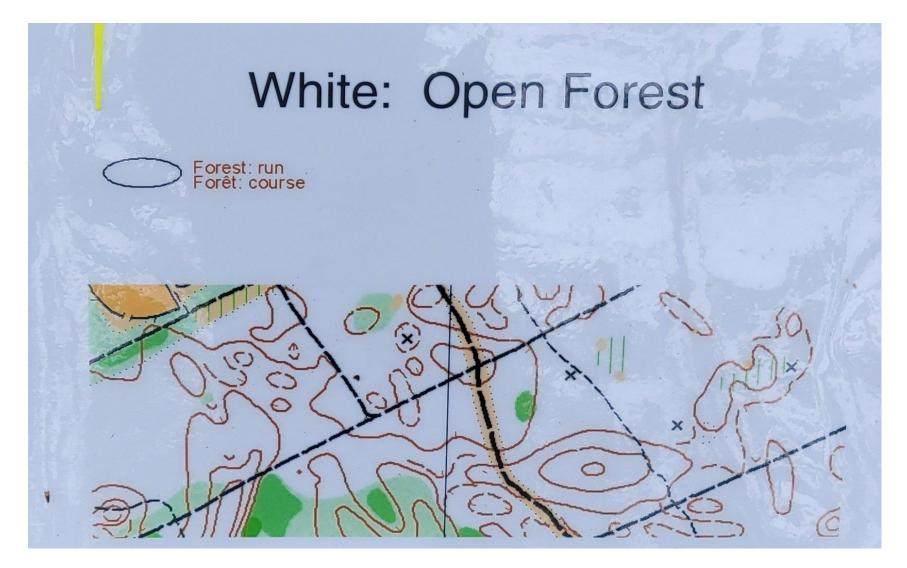
Brown – Also Land Forms



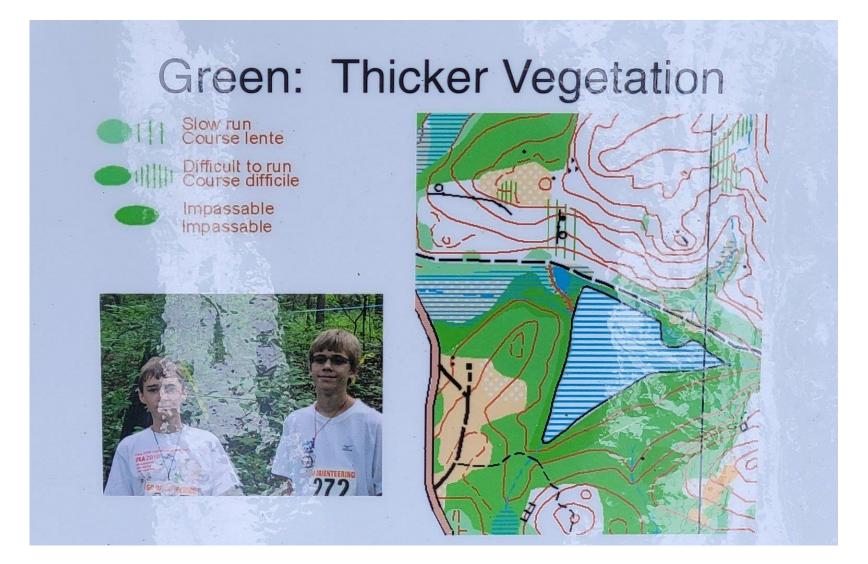
Yellow – Open land – Cut Grass



Runnable Forest



Green – Slow going



Course Tips

Doing the course

- Look at the map
- What is the feature?
- Check description
 and code
- Choose fastest, easiest way to get to the control.
- Keep the map oriented as you go.



Course Tips

Doing the course

- Choose the *fastest* and *easiest* route from one control to the next.
- Straight line might be shortest but often is not fastest or easiest.
- You might want to go around
 - Buildings or fences
 - Swamps or lakes
 - Steep hills or deep gullies
 - Areas of thick vegetation

Course Basics

An Orienteering Course Consists of a start (triangle), a series of control sites (center of each circle) to be visited in order, and a finish (double circle or bullseye).

Control descriptions

Control descriptions

- Usually on your map
- Tells what you are looking for.
- Code (second column) is important.
 It must match the control you are looking for.

Union County Schools 2010						
Course E 1.2 km						1
		Flag	pole			
1	31	Distinctive tree				
2	38	Sign, south side			ie s	
3	35	Distinctive tree				
4	34	Building, West side				
5	51	Flagp	oole	Jr.		
6	44	Cops	e (Clump o	f tree	s)	
7	32	Distin	ctive tree			
8	60	Light	pole			
C)<		60 m	>	0	

Proof I was There

At the control

- Check that the code number is correct!
 - There will be many controls. Not all of them are on your course!

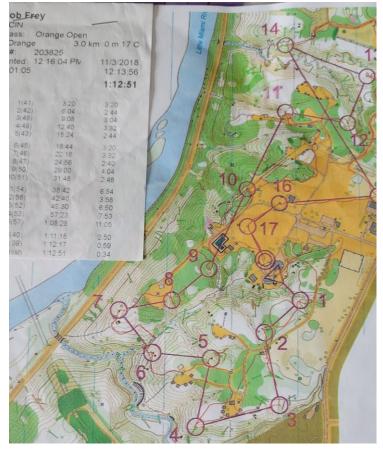


Was I there? Manual and ePunch Devices.





	OCIN Class: Ora 3 Orange	ange Open	m 0 m 17 C
3	Sl #: 20: Printed: 12: 11:01:05	3825	11/3/2018 12:13:56 1:12:51
	1(41)	3:20	3:20
	2(42)	6:04	2:44
	3(48)	9:08	3:04
	4(49)	12:40	3:32
	5(43)	15:24	2:44
	6(45)	18:44	3:20
	7(46)	22:16	3:32
	8(47)	24:56	2:40
	9(50)	29:00	4:04
	10(51)	31:48	2:48
	11(54)	38:42	6:54
	12(56)	42:40	3:58
	13(52)	49:30	6:50
	14(53)	57:23	7:53
	15(57)	1:08:28	11:05
	16(40)	1:11:18	2:50
	17(99)	1:12:17	0:59
	Finish	1:12:51	0:34



Make sure it is the right Control

The code number on your description card must match the code number on the control!

party in succession	and the second	And the second				
Union County Schools 2010						
Co	Course E 1.2 km					
\square		Flagpole				
1	31	Distinctive tree				
2	38	Sign, south side				
3	35	Distinctive tree				
4	34	Building, West side				
5	51	Flagpole				
6	44	Copse (Clump of trees)				
7	32	Distinctive tree				
8	60	Light pole				
(O< 60 m >∅					



Classic Mobile hunts









Mobile Hunts

To get started you need:

- A receiver with an S meter
- A directional antenna

















Radio Orienteering



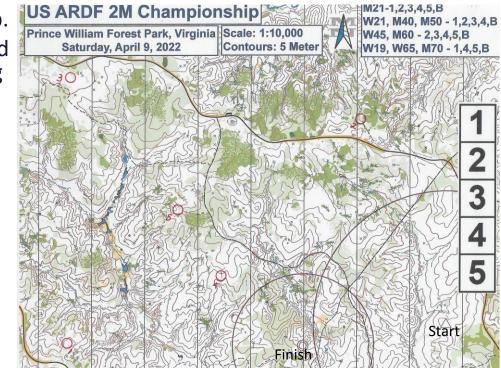
Classic Orienteering - A standard orienteering <u>course</u> consists of a start, a series of control sites that are marked by circles, connected by lines and numbered in the order they are to be visited, and a finish.

Classic ARDF, Radio Orienteering Differences:

- 1. Only the start and finish are marked on the map.
- 2. Five Radio beacons are placed on the course and transmit their location for one minute repeating at five minute intervals.
- 3. Transmitters are all on the same frequency.
- 4. Competitors can find the transmitters in any order.











Radio Orienteering Events



Radio Orienteering - Four different Competitions

- 1. Classic 2M Radio Orienteering
- 2. Classic 80M Radio Orienteering
- 3. Fox-O, combination of Orienteering and Radio direction finding
- 4. Sprints Short Fast paced event





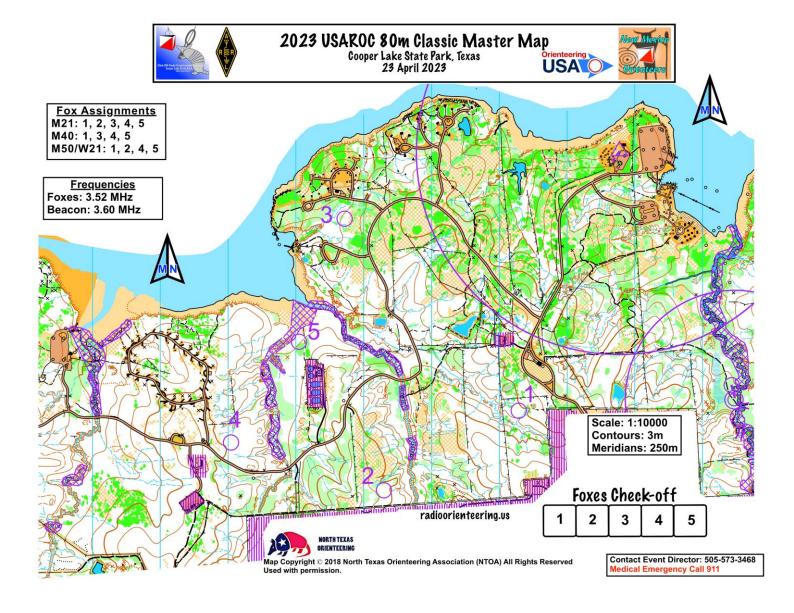




Radio Orienteering Events



US Nationals are held yearly. This year they were in Sulphur Springs, Tx in late April.









What you need – The Basics



- 1. 2M receiver and/or Attenuator
- 2. 80M Receiver/Antenna and/or Attenuator
- 3. A Directional Antenna
- 4. Compass
- 5. Map





























Getting Started on the Cheap

Attenuator- \$10 Directional Antenna - \$10 ATTENUATION YAESU Diaital

2M Receiver with S Meter



The Fox – A controller and a Transmitter









2M ARDF Receivers







Ron Graham, RX1 2M Receiver



VK3YNG, Sniffer 4





DF1FO 2M Receiver



Handheld with Passive/Active Attn



RigExpert Foxrex 144











80M Receivers – Past to present





Altai 3.5 – USSR – 194?

DL3BBX



OE6GC Receiver - 2002



Czech Republic OK2BWN – 1993?



DF1FO - 2014



WB6BYU, Dale Hunt 2003



Vadim afonkin, KB1RLI Receiver - 2016



Chinese PJ80, R3500D

RigExpert 3500 2018









Beam, Yagi, Antennas, 2, 3, 4 Elements and More.

- 1. Have a broad (30-60 degree) peak
- 2. Have sharp nulls on sides
- 3. Practical sizes have limited gain and directivity: 5-7db gain, 20 db f/b
- 4. Limited gain and f/b ratio mean you have to be sensitive to small amplitude changes
- 5. Relatively easy to build, inexpensive, light weight
- 6. Narrow effective bandwidth
- 7. Can be more difficult to transport in car and deploy
- 8. Good gain for distant transmitters
- 9. Require attenuation to use when closer to transmitters









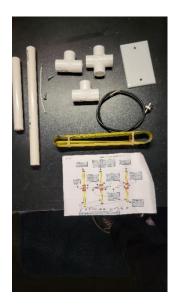


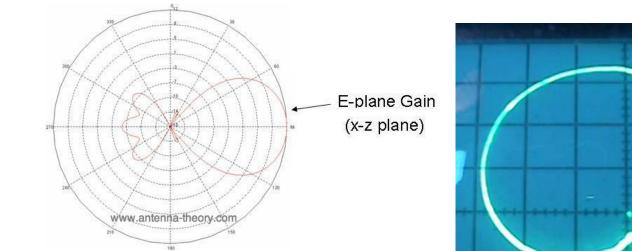


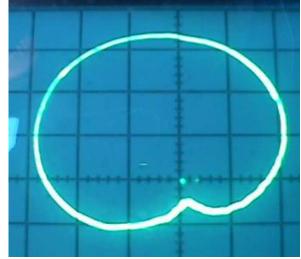


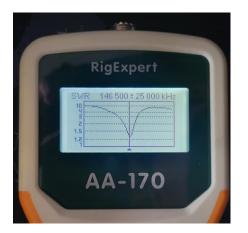
2M Yagi – Antenna Pattern

















Directional Antennas for 80M



Using loop or Ferrite Rod antennas for 80 Meters

- 1. Wide bandwidth
- 2. Give a sharp null, sharper than beam peak
- 3. Null is at right angles to the plane of loop (through the loop)
- 4. Doesn't resolve 180 degree bearing ambiguity
- 5. Require more precision in construction
- 6. Fairly large amplitude change in null compared to beam peak 30-40db
- 7. Small size and convenient to use and transport
- 8. Relatively deaf (10-15 db down from beam or whip)
- 9. Need attenuation when close to transmitter to prevent swamping











Attenuators are used to control signal overload, receiver saturation , and can be useful in determining the relative distance to the transmitter.



500KHz Offset Active





- Body fade or Antenna Shielding
- Passive Attenuators Resistor Network
- Active Attenuators

Active

High End Automatic Ramping

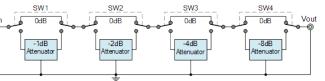


Automatic Ramping



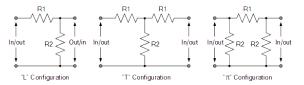
4MHZ offset Active













Passive



Attenuators



Body Fade: The most elementary way is called the "body fade" or "body shield" technique. Hold your HT tight against your chest and turn around slowly, looking for the direction at which your body blocks the signal most effectively (the signal null). At this point, the signal is coming from behind you. Walk in the direction of the null, taking bearings at regular intervals, and observe the signal strength get stronger.

When the signal is so strong that you can't find the null, tune 5 or 10 KHz off frequency to put the signal into the skirts of the receiver's IF passband. If your hand-held is dual-band (144/440 MHz) and you are hunting on two meters, try tuning to the much weaker third harmonic of the signal in the 70 cm band while performing the "body shield."

Disconnecting the HT's "rubber duck" antenna will knock down the signal even more. Hearing the signal with antenna off is usually a "You are here!" indicator. Some foxtailers wrap aluminum foil around their HTs to attenuate the signal even more.







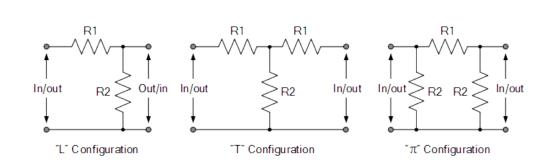
Attenuators - Passive



Passive Attenuator: An attenuator is a two port resistive network designed to weaken or "attenuate" (hence their name) the power being supplied by a source to a level that is suitable for the connected load.

A *passive attenuator* reduces the amount of power being delivered to the connected load by either a single fixed amount, a variable amount or in a series of known switchable steps.













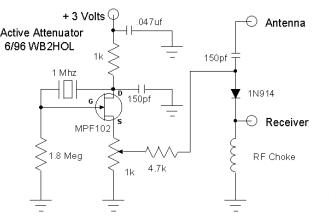
Attenuators - Active



Active Attenuator: Sometimes the signal is so strong that the RF will leak straight into the radio, connections and other equipment making the antenna useless. The solution is to use an offset attenuator. The circuit consists of a small RF generator, in this case 4MHz, which will mix with the incoming fox signal (such as 146.52MHz) and produce new signals at plus and minus the fox signal (142.52Mhz and 150.52Mhz). A potentiometer on the board changes the injection level of the RF generator which in turn attenuates the incoming mixed signal to your radio to a level where tracking can continue.









500khz and 4mhz Attenuators





Attenuators - Active





Amateur Radio and Electronic Hobby Kits, Parts, and Accessories

The circuit consists of a small RF generator, in this case 4M Hz, which will mix with the incoming fox signal (such as 146.52M Hz) and produce new signals at plus and minus the fox signal (142.52M hz and 150.52M hz). A potentiometer on the board changes the injection level of the RF generator which in turn attenuates the incoming mixed signal to your radio to a level where tracking can continue.











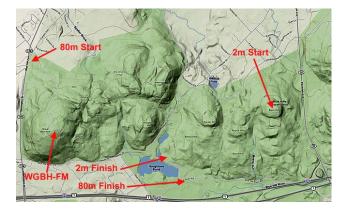
4MHZ offset Attenuator for \$10

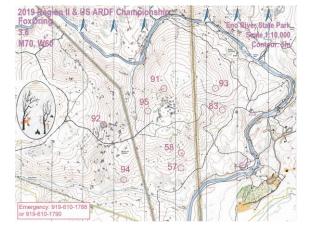






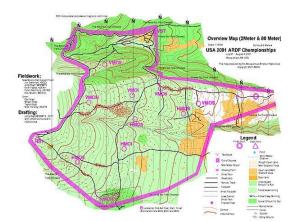


















Foxes for 2M and 80M



Transmitters – Just a Few Examples





TRO-2 G0ZOI, .75W

OK2BWM – micro Fox



Micro Fox 15 mw, Byonics.com



ATX-80 G0ZOI, 3W



Red Fox, 3500 and 144



ON7YD, Rik Strobbe, 3W



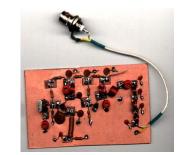


80M, 10 mw Pulsar



Breadboard, 10 MW







40 MW 2M Continuous Carrier, WB2HOL



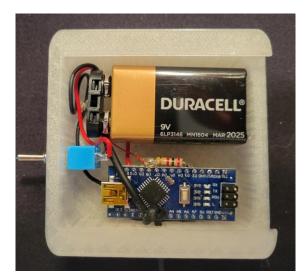


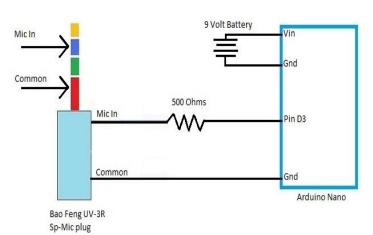


Cheap ARDF Controller for BaoFeng HTs. Based on an Arduino Nano.

https://www.qsl.net/w6dps/ARDF%20Controller.html

\$10 Controller









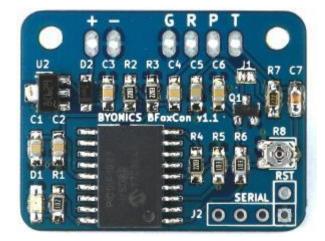




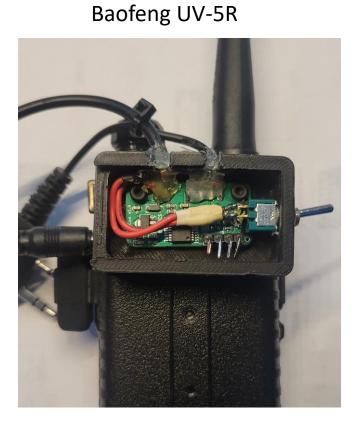
A 2M Fox and Controller



Remote controlled and programmable controller from Byonics.com/piccon



\$45 Controller



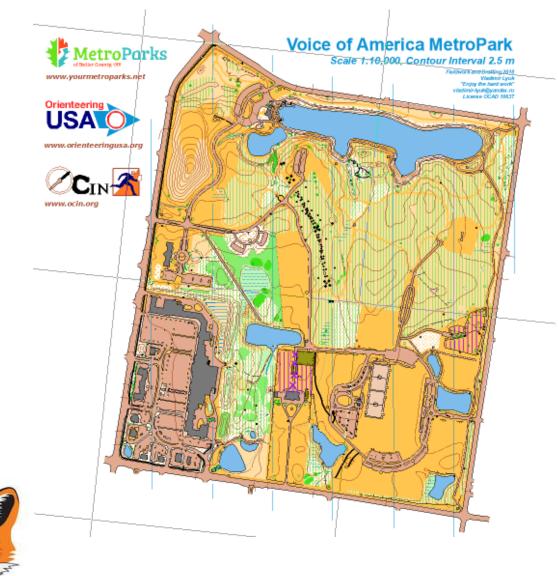


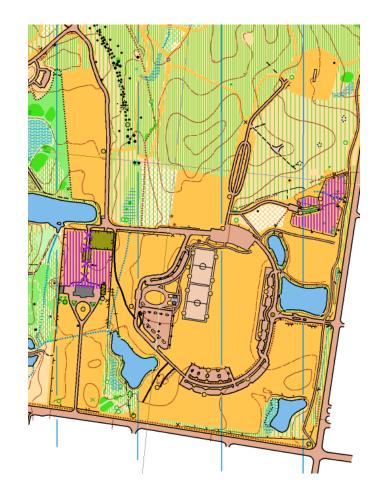


















• The Simple Hunt

Low power, continuous carrier, short distance.

Great beginners hunt. Easy setup and fun for children.



• Short 2M or 80M ARDF

5 TX ARDF hunt

Participants can hunt between 1 and 5 TX all on the same frequency cycling at five minute intervals. Good for small parks

For your first practice session: I suggest you pick a small area, and start with a single transmitter (continuous carrier). From there try either multi transmitter hunts or a progressive hunt. Gradually evolve into larger scale, full ARDF style events.





• 2M or 80M ARDF Hunt

Classic ARDF Hunts with 5 transmitters.

- Five transmitters that cycle in a five minute loop. All are on the same frequency.
- Larger area and Topographical maps normally used.
- Longer distance 4 to 10 kilometers

• Fox-O Hunt, 80M

Great combination of Orienteering and ARDF

Any number of low power, 10 mw, transmitters are placed within 100 meters of control points on an orienteering map. Find in any order.

For 80M consider building some inexpensive, low power transmitters then doing either a short single transmitter hunt or Fox-O. This is also introduce people into the orienteering aspect of ARDF.





Foxhunt in the Park





De Larry Jacob, W7DBO 2018







- Tape Measure Antenna, QRP Transmitters (Home Brew) Joe Leggio http://theleggios.net/wb2hol/projects/rdf/rdf.htm
- Equipment https://www.ardf-r2.org/equipment/
- MK4 Sniffer Brian Ackerly, VK3YNG <u>http://www.foxhunt.com.au</u>
- Homing In Joe Moell, KOOV <u>www.homingin.com</u>
- ARRL <u>http://www.arrl.org/amateur-radio-direction-finding</u>
- Transmitters, Controllers, Attenuators <u>www.bionics.com</u>
- Orienteering Information, Local Clubs <u>www.orienteeringusa.com</u>
- Bob Frey, WA6EZV <u>WA6EZV@ARRL.NET</u>





