

**Ham 80 – Something for Everyone**  
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1. VIABLE groups develop activities as interest develops.
2. We have a large number of hams who have Technician, General, and Extra class licenses. The experience ranges from never been on the air, then about a year of experience, to people who were neighbors of Ben Franklin.
3. The same events clearly will not interest everyone the same.
  - a. First, we will discuss the present state-of affairs and the core of our communications.
  - b. Then we will suggest areas that you and colleagues may want to expand or explore.
4. CORE: The talk tools the group uses include simplex, duplex repeater, and digital nodes.
  - a. We have a training website [www.evergreenc.org](http://www.evergreenc.org) and a social media presence <https://gab.com/groups/62710>.
  - b. The digital node is the current growth vehicle, with numerous Makers building radios.
5. HF: With the large number of advanced class licenses, high-frequency is an obvious opportunity.
  - a. Begin a net. Talk to others to find interest.
  - b. 40-meters is good for day and night. During day it is up to 500 miles, while night skips across country.
  - c. Other bands are great at night or during the day. These do not lend themselves well to local nets.
  - d. Develop digital skills to talk with low power around the world.
  - e. Making antennas is a necessary practice on HF. The technology improvement opportunities abound.
6. EMERGENCY: Emergency skills are a backbone of amateur radio. These are some ideas for developing talents.
  - a. Start a Simplex net. 146.470 MHz is the channel we use.
  - b. One of the training articles tells how to do a simplex net when everyone cannot make direct contact.
  - c. Do field days or trips to test emergency competence. Operating without a power plug is different from home.
  - d. Develop a forum for broadening proficiency including ‘to-go-radio-kits’, safe water, food, and first-aid/health.
7. MAKERS: We build things, some for technical reasons, some for monetary, some just to learn and do.
  - a. Building antennas, using Raspberry Pi, and digital are great and doable projects.
  - b. Anything that can be built, can be expanded and made long distance using ham.
8. MENTOR: You are a ham. Show and talk to other people. Help a kid or a class. STEM changes lives.
  - a. If you bring them, we have a proven system to make them a ham in 4-weeks, if they want it.
9. GET OUT & ABOUT: Operating portable from a weird site is great for a technical, physical, and emergency change.
  - a. Some ideas are POTA, SOTA, IOTA, ROTA, ?OTA, and WMPLOTA (Wal-Mart Parking Lots on the Air).
  - b. Foxhunts are intriguing radio discipline.
  - c. Set up a station in a public area, if you want visibility and questions.
10. PUSHING THE FRONTIER: Technology is at home with hams.
  - a. Some of the group are looking at mesh network options.
  - b. This requires computer skills, RF skills, and construction skills.
  - c. Obviously, this is a place for numerous trade crafts.
11. UNIQUELY: Amateur radio is about each operator obtaining her/his equipment, learning how to use it, and practicing communications. You have heard it often: no two stations are the same. If everyone had the same set-up, new development would not occur and communications could be disrupted by a common event.
12. Each operator has a different goal, interests, and circumstances. In the interest of independence and distributed communications, each person determines his objectives and makes preparation, such as type of radio, emergency or back-up power, and practice.
13. Our combined interest should be to have as many options available as possible. You never know what you will want or need and when you will need it.
14. Amateur radio allows people to come, be active, to go and to return at different stages of their life adventure. Some never quite get going, but realize they can do it now. As an old mentor told me many times, ‘There are no you gottas.’
15. DEVELOP THEIR INTEREST: If you have other ideas, pass them along. Talk to those with similar interest. Fascinatingly, the people will show-up when you are ready. An old adage affirms: ‘If it’s to be, it’s up to me.’
16. SHO ‘N TELL: Once you have developed an interest group, built a project, or have a common interest to share, talk to an Elmer about presenting it or posting it. There is a wealth of information to share and guide.
17. GENTEEL: Always use decorum, discretion, and discipline. Not everyone thinks the same, even if they should.
18. Life is good. Enjoy!

