



OCTOBER—RADIO



JAMBOREE ON THE AIR (JOTA)

HOW DOES RADIO RELATE TO THE SCOUT PROMISE?

A Scout is concerned about being prepared and helping other people at all times. This month, Cub Scouts will explore what amateur radio is and how it can be helpful in an emergency. Use games and/or mock radio conversations so that Cub Scouts are prepared for holding conversations with scouts elsewhere in the world using amateur radio during JOTA weekend, the third full weekend in October.

NOTE TO CUBMASTER

Pack meetings are best when they are no more than an hour and a half in length. Pack meeting plans are guides which can be adjusted to fit the needs of your pack.

This pack meeting should preferably be held prior to the JOTA weekend. You might consider setting up tables or areas for each den to display pictures and items made during this month's activities.

You could consider inviting a local amateur radio operator to be a guest speaker at this pack meeting. Coach the speaker to ensure his or her remarks are supported by a hands-on demonstration (such as a mock conversations over the air) and do not last more than six or seven minutes.

◆ BEFORE THE MEETING

Set up tables or areas for each den to work at and to display pictures and items made during this month's activities, if applicable.

Be sure the following materials are available for the meeting:

- If having a guest speaker, confirm the date, time, and amount of time allotted for the presentation.
- Flags for the flag ceremony.
- Any awards to be presented.
- Copies of the phonetic and Morse code alphabets for each den (see the Resources section).
- Copies of the Merit Badge Series booklet "Radio" #33361A or later might be useful for each den leader, borrowed from the Scout Troop.

◆ GATHERING

As the boys and their families arrive, have the Cub Scouts write down the phonetic spelling of their name. Have them each invent a personal amateur radio call sign: AB1 followed by three more letters. Have them write down the call sign both in phonetic spelling and in Morse code. Practice saying it, using "dit" for a dot and "dah" for a dash.

"Clear the Deck" game: Designate an open space in the room. Name the four sides Port, Starboard, Bow and Stern. Other names can also be used. When the leader calls out any of those commands, the Cub Scouts rush to that side of the room/space. There are extra orders as well: 'Boom coming over!' —lie flat on the floor; 'Admiral coming!' —all stand to salute.

From Cub Scout Games, ©The Scout Association 1972

◆ OPENING CEREMONY

The flag ceremony is led by a preassigned den. They will present the colors and lead the pack in the Pledge of Allegiance.

Amateur Radio

A preassigned den performs the “Amateur Radio” opening skit.

Cub Scout 1: “We are Cub Scouts. You can count on us.”

Cub Scout 2: “Tonight we are here to explore”

Cub Scout 3: “what amateur radio is,”

Cub Scout 4: “how it can be helpful in an emergency,”

Cub Scout 5: “to examine those fun and exciting things”

Cub Scout 6: “That each of you can do.”

Cub Scout 7: “And last, but not least, to have some Cub Scout fun.”

Cub Scout 8: “Welcome to our pack meeting.”

All: “A Cub Scout is PREPARED!”

◆ OPENING PRAYER

“Thank you for our leaders who teach us how to be prepared and for the willingness to be helpful to others.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting.

Cubmaster: A Scout is a friend to all. He is a brother to other Scouts. When a boy joins Scouts and makes the Scout Promise, he joins the world-wide brotherhood of Scouts. Using amateur radio, scouts this month have the opportunity to talk to brother scouts elsewhere in this country or even the world.

◆ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert it here.

◆ AUDIENCE PARTICIPATION

If a guest speaker is present, insert his or her presentation here first or instead of “Radio” stations.

“Radio” Stations

As a pack activity, run all stations simultaneously, with dens starting at different stations and rotating. Separate stations as far away from one another as possible so one den can’t see another den’s solutions. If you have a large pack, you may want to have two of each station to help the rotation go faster. Allow five to seven minutes per station. Have parents or den chiefs man the stations. Dens should travel with their den leaders and parents or guardians. The parents or guardians are encouraged to participate. (See the Resources section for station directions.)

◆ RECOGNITION

Loops and Pins:

(Note: Loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed an adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work just awarded and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month's theme into an adventure loop presentation if no rank badges are being presented.

◆ CUBMASTER'S MINUTE

"Tonight, we have found out about what amateur radio is and how it might be used in an emergency. Be Prepared! Amateur radio can be used to help other people at all times. May this part of the Scout Promise guide you to make good choices throughout your life.

"There is an anonymous saying, 'A circle is round, it has no end, and that's how long I want to be your friend.' In keeping with this idea, I invite you all to join me in a friendship circle, after which we will retire the flags."

◆ CLOSING

The group makes a friendship circle.

Ask all Scouts to stand and form a circle facing inward. Ask them to cross their arms—right arm over left—and grasp the hand of the Scout on either side of them.

Cubmaster: "We are a pack, and also close friends, held together by the Oath and Law of Scouting. Let's say the Cub Scout motto, 'Do Your Best!' Good night, Scouts"

The preassigned den retires the flags

Phonetic Alphabet

Alfa AL fah

Bravo BRAH VOH

Charlie CHAR lee

Delta DELL tah

Echo ECK oh

Foxtrot FOX trot

Golf GOLF

Hotel hoh TELL

India IN dee ah

Juliet JEW lee ETT

Kilo KEY loh

Lima LEE mah

Mike MIKE

November
no VEM ber

Oscar OSS cah

Papa pah pah

Quebec keh BECK

Romeo ROW me oh

Sierra see AIR rah

Tango TANG go

Uniform YOU nee form

Victor VIK ter

Whiskey WISS key

X-Ray ECKS RAY

Yankee YANG kee

Zulu ZOO loo

Example: “My name is Tom – *tango, oscar, mike* – Tom”

Requirement 1

“CW” or Morse Code

No longer required to know, but still popular among ham radio operators. Needs less power and bandwidth than other ‘modes’.

A	• —	N	— •	1	• — — — —
B	• • • —	O	— — —	2	• • — — —
C	• — • —	P	• — • —	3	• • — —
D	• — •	Q	— • — —	4	• • • —
E	•	R	• — •	5	• • • •
F	• • — •	S	• • •	6	— • • •
G	• — — •	T	—	7	— • — •
H	• • • •	U	• — —	8	— — • • •
I	• •	V	• • • —	9	— — — • •
J	• — • — —	W	• — — —	0	— — — — —
K	— • —	X	— • • —	<small>Ø MEANS ZERO, AND IS WRITTEN IN THIS WAY TO DISTINGUISH IT FROM THE LETTER 'O'. IT OFTEN IS TRANSMITTED INSTEAD AS ONE LONG DASH (EQUIVALENT TO 5 DOTS).</small>	
L	• — • •	Y	— • — •		
M	— —	Z	— — • •		

◆ SUGGESTIONS FOR “RADIO” STATIONS

- What is Radio (Electronic communication from one location to another without wires)
 - Examples?
 - Who uses them?
 - Antennas, satellite dishes, radio towers?
 - Ham radio = amateur radio
 - Differences: 1-way or 2-way use?
- Radio call signs
 - Who uses them?
 - Radio and TV stations
 - Commercial users, aviation, military
 - Emergency services
 - Amateur radio
 - Why – FCC identifies each user or speaker (Federal Communications Commission)
 - Why a phonetic alphabet and Morse code?
 - Practice simple conversations in pairs, e.g.:
 - This is AB1xxx.
 - My name is Zak – Zebra Alpha Kilo – Zak
 - Where are you located? ...**Over**
- Discuss Emergency Services Radios
 - Who uses them? Which services?
 - Why not a phone?
 - Radios let everyone listen – the right person can answer
 - Does not need a phone number – quick
 - Can work even when out of cell phone range or during a power outage
 - When do they use them? Power out, after a storm, etc
 - What for?
- Discuss when scouts might need amateur radio
 - Organizing events – camporees, jamborees, competitions, sailing races, etc
 - Fox-hunting – tracking down a transmitter, a game at some camporees, for example.
 - Hiking in rough country, especially 50-milers for checking in daily, etc.
- Emergency use by Scouts
 - True emergencies need no FCC license
 - How would you make an emergency call?
 - What information would you need to pass on?
 - How can you get propagation?
 - Hand-held radios need more-or-less line of sight
 - May need to choose a higher or less obscured vantage point.
 - May need a better antenna
 - Under the right conditions, a 50-mile range is not impossible
 - Need to know what radio frequencies to use (repeater stations, etc)
 - Base station or mobile type radios need bigger antennas and have a longer range on lower frequencies than hand-held radios

Radio is used
in:

broadcast receivers
two way radios
televisions
cellular telephones
wireless LANs
garage door openers
car locks
EZPass
satellites
pagers
radar
microwave ovens