

Playing the game of RaDAR



The RaDAR Way

Amateur radio on the go, moving easily through any terrain. A highly trained communicator with a mission and a purpose.

by

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What is this game called RaDAR?

The RaDAR “Game” is a unique event aimed at promoting the use of Rapidly Deployable Amateur Radio stations.

RaDAR operators are encouraged to be **self-sufficient during the game**, with not only power supply and communications equipment but food, water, protective clothing and shelter.

Who can play RaDAR

Licensed amateur radio operators. They are licensed to transmit on dedicated amateur radio frequencies.

Why play RaDAR?

Whether you love to have lengthy chats with ham radio friends over the air and sometimes over very long distances or the fast pace of contesting you will still enjoy being part of any RaDAR game.

Be there **in support of other radio amateurs** playing the game!

There is no age limit. Old and young, fit and the not so fit - all can be a part of RaDAR.

What you need to play RaDAR

You will need ham radio equipment. You have the freedom to choose your own configuration, power supply and power levels although anything above 100 Watts may be defeating the object.

Most importantly - **We need each other!** You cannot play the game of RaDAR by yourself other than practicing deployments. You need to communicate with someone.

Non-participation will certainly kill the game!

Inspire others to join and play the game of RaDAR!

The Morse code and RaDAR

Some may see the **Morse code** as outdated but knowing how to send and receive the morse code is just another tool at the RaDAR operator's disposal. It can be used most effectively and may very well be **your fastest mode** of communication.

Voice modes and RaDAR

Most people are able to talk on a radio. Modes can be Single sideband (SSB) or FM even AM if need be.

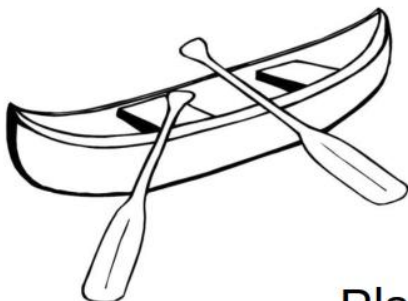
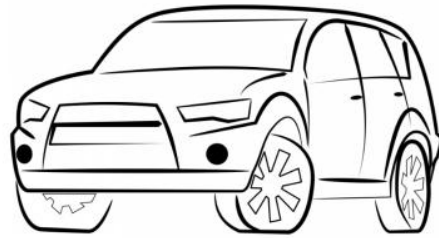
Accents sometimes make voice communications difficult but the **phonetic alphabet** helps sometimes. Knowing and using the correct phonetic alphabet will make everyone's life a lot easier.

The digital modes and RaDAR

RaDAR promotes the accurate exchange of important data. Digital modes like **PSK31** and **RTTY** fall in line with this requirement.

Digital modes like FT8 or similar have been developed to make weak signal communications possible but it's use is limited to just making the contact not passing lengthy accurate information between two stations.





Playing the game of RaDAR

RaDAR participants define their own operating time schedule.

It may be beneficial to **arrange a specific starting time** and **calling frequencies** amongst participants that may be within range of where you are actively deployed. Propagation obviously also plays a role.

Your times may overlap with those in other countries which may make DX contacts possible for bonus points.

All amateur bands are allowed (Excluding the WARC bands) including cross band contacts via amateur radio satellites. Modes – CW, SSB, FM or any legal amateur radio digital mode.

QSOs via terrestrial FM repeaters should preferably not be used during the game. Use direct, simplex VHF / UHF communications.

The RaDAR game **requires more than a minimalistic information exchange.**

Accurate information exchange is considered important. Call sign, name, RS (T) report and grid locator. The grid locator of six characters is acceptable but should preferably be accurate to 8 or 10 characters for higher position accuracy (especially for moving RaDAR stations).

The use of an Android app by the name of “HamGPS” makes this possible.

1 point per QSO. Individual QSOs could be per mode, per band, per satellite and per grid location.

Five (5) points for a minimum of one satellite OR digital modes QSO involving a computer, smart phone or digital modes device. (For clarity thereafter 1 point per Satellite / Digital modes QSO).

Five (5) points for the first successful same continent RaDAR to RaDAR QSO.

Five (5) points for the first intercontinental (DX) QSO. Ten (10) points for the first successful inter-continental (DX) RaDAR to RaDAR QSO.

The following multipliers are applicable to determine the final score. If category/ mode of transport changes were made during the challenge, than calculate accordingly.

X 1 – RaDAR Fixed station (in a building away from home)

X 2 – RaDAR Field station (camping)

X 3 – Moving RaDAR station – see modes of transport below.

Modes of transport and required movement distances

Vehicles, motorcycles and motorboats (motorised transport) – 6 km

Bicycles – 2 km

On foot and paddle canoes – 1 km

Wheelchairs – 500 m

Aeronautical mobile stations are considered moving stations and can communicate at any convenient time.

Note : *Moving RaDAR stations need to make five QSO's*

before moving to the next deployment point, thereafter they are required to move to their next destination. The move needs to cover the required

distance before further contacts can be made. **You need contacts to**

move!!! You need to MOVE!!!

In effect this becomes a team sport. There should be many participants playing the game at the same time.

Note : Scores may be compared after the game. There are no winners or losers. Your score is an evaluation of your own game for you to know where to improve before the next game. The game of RaDAR is always a learning experience.

If the competitors want to be competitive then the scores can be used to determine a winner, second and third place. There are still, no losers!

RaDAR



Rapid Deployment Amateur Radio

The game of RaDAR can be played at any time. Make arrangements with like minded friends and start a game. Play many games!!!

Enjoy every moment and share your experiences!