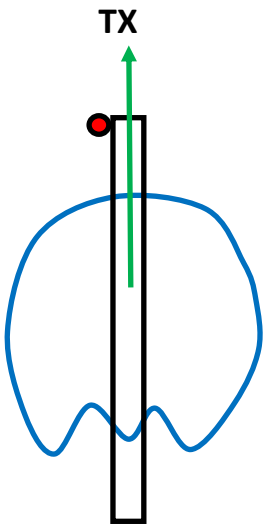
## Direction Finding—Frame set, key points on your first event.

### Method 1

Gain high, sense aerial up, **sense switch on,** tune to 60 (30 or 15).
When you hear Tx spin set a full circle as quickly as you can.
For this method use the end of the frame with the aerial attached as a pointer to the Tx **strongest** signal.
In one half of the circle when the aerial is pointing at the Tx the signal should be **strong,** in the other half circle (pointing away from the Tx) the signal should be weaker, there will be one or two particularly quiet directions on the opposite side of the circle to where the Tx is. If you can't hear changes in signal try reducing gain.



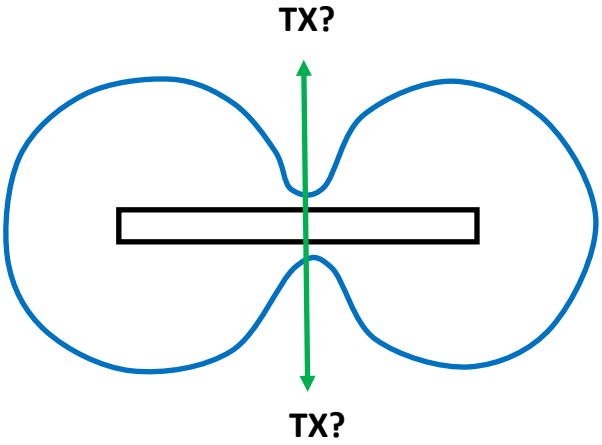

This should give you a rough direction in which to walk, choose an appropriate path.

### Method 2 (When you are confident about method 1).

Controls as method 1 BUT **sense switch off.**

Use of the **quietest** signals (the nulls).

The reference is now a line through the frame, think of it as looking at a picture of the Tx.




The two nulls at 180 degrees give much more accuracy than method 1 BUT which way do we look through the frame?

If you are quick enough to do both methods before the Tx goes off then you can combine the information giving an accurate direction, however, until you are quick enough Method 1 will at least keep you walking in the vague direction of the Tx. Some people use Method 1 all the time with great success.

As you get closer you will need to keep reducing the gain in order to tell the difference between weak and strong BUT don't forget to turn gain up when you start looking for another Tx!

If you can't hear your Tx check gain, tuning and times Tx should be on.

GOOD LUCK!!!!!!!