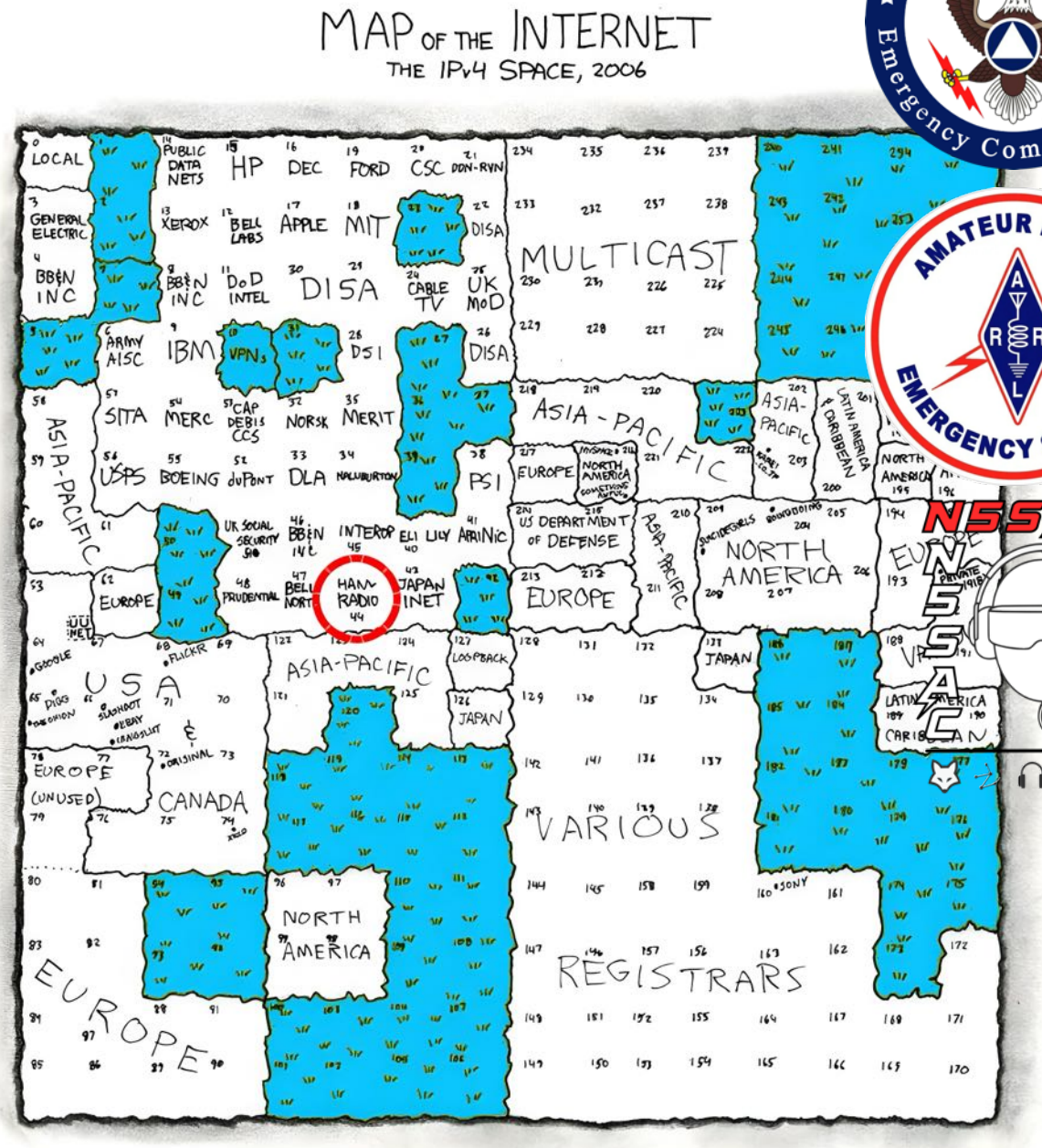
Getting Hot!

RADIOSTORM

AUGUST 2026
WWW.N5SAC.ORG



Ham on the Internet!

THE MISSION

N5SAC:

A Social Ham Radio Club for the City of Sachse, TX RACES

#1-GET ON THE AIR AND HAVE FUN!

#2-PROVIDE THE CITY OF SACHSE, TX AND OTHERS EMERGENCY COMMUNICATIONS, IF NEEDED

HOW TO BELONG:

Membership is private to all RACES members of Sachse. We also invite members of the public to apply.

To join RACES, contact greg@sachsecert.org

To join as a member of the public apply here: https://bit.ly/n5sac-req-apply.

WHAT WE DO:

First of all, we listen to each other. As radio operators, we have a license to experiment. So we EXPERIMENT. And FOX HUNT, CONTEST, fly drones, build things the are probably a bad idea, but SAFELY.

We also eat alot..

When you join our club you will have fun with other operators and grow.

HOW TO BECOME A HAM:

You don't have to be a ham to join. Should you want to become a radio operator, go get an FRN from the FCC:

1. This is where we dip into the government process, and it is TEDIOUS. Sorry. It will be easier to do this with a computer rather than a phone.
2. Go to the FCC CORES (Commission Registration System) site at this address: https://apps.fcc.gov/coresWeb/publicHome.do In the box labeled "Need a Username" click "Register"
3. On the FCC User Registration System page fill in the requested fields with your personal info and click "Create Account" when completed. NOTE: your email is now required for a license.
4. You should get an email from the FCC. Click the link in the email to confirm your email address. Once you have confirmed, the landing page will have a button that says "Go to CORES." Click that link.
5. In the CORES window select the link labeled "Register New FRN." When it asks if you are registering as an entity or as an individual, for hams it's usually "Individual." Also answer the question about the address, and click continue.
6. Complete the form. Note the "Domestic Entity" section will not appear if you chose an Individual FRN previously.
7. When complete, your FRN number should appear at the top of the page. Write it down or make a screenshot to take with you to class and show it to the VEs.

Now, go to hamstudy.org and start reading technician questions. This way you will get you license and through your reading learn all about radio.

Next Meeting: August 27, 7pm

N5SAC REPEATER

N5SAC VHF Primary

145.2500 MHz - PL 141.3

If you notice problems with any of the club's repeaters, contact greg@sachsecert.org via email with a detailed description of the issue.

N5SAC VHF Primary is now our main repeater, reviving the venerable N5LOC's frequency.

EMERGENCY FREQUENCIES

MURS - no license - Channel 3 - VHF - 151.90
GMRS - license/no test - Channel 20 - UHF - 462.675 - tone 141.3
CB - no license - Channel 9 - 27.065 (Emergency)
CB - no license - Channel 19 - 27.185 (Travellers)
HAM - license - VHF - 2m - 146.52 (simplex calling)
HAM - license - UHF - 70 cm - 446.00 (better for urban)
HAM - license - HF - 80m - 3.975 LSB
HAM - license - HF - 40m - 7.250 LSB
HAM - license - HF - 20m - 14.300 USB (Maritime mobile service net)
HAM - license - HF - JS8CALL - 7.708, 7.091, 14.070

FROM THE DIRECTOR

August Update

By Greg Kent KK6AXF
greg@sachsecert.org

There's something about a Texas summer that makes you appreciate a slice of good pizza and even better company, and July gave us plenty of both. Thank you to everyone who joined us for our monthly meeting at Canne Rosso—the conversation, the fellowship, and yes, the food made for a great evening. If you couldn't make it out, we missed you and hope to see you next time.

A hearty thank-you also goes out to every operator who checked in on our Wednesday weekly nets. Net check-ins are the heartbeat of this club, and whether you're a familiar callsign or a new voice on the air, we're glad you're part of it.

Speaking of new voices—congratulations to the folks who came through our spring and summer classes and are now licensed amateur operators. Watching someone key up for the first time never gets old, and it's a reminder of why this hobby is worth sharing.

And share it we should. As the town settles into back-to-school season, it's a good reminder that Sachse has no shortage of folks curious about math, science, and how things work. That curiosity is exactly what amateur radio runs on. So consider this your invitation: bring a friend, a neighbor, a STEM student, or anyone who's ever wondered what all those antennas on your roof are for. We'd love to have them.

This month at N5SAC:

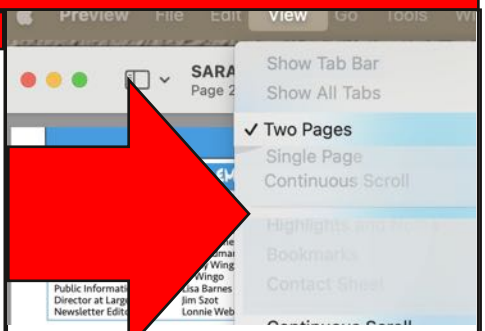
RACES Training Nets—Every 2nd and 4th Sunday. A great way to sharpen your emergency communication skills alongside fellow operators.

August Presentation: Antenna Modeling—Tuesday, August 27, 2026 at 7:00 PM, temporarily held at the Sachse EOC. Whether you've dabbled in NEC modeling or have never opened the software, come learn something new.

Looking Ahead to September—N5SAC will join operators from local clubs for the Sachse city warning siren test, putting our training to work for the community.

Whether you're a licensed operator looking for a home club, a visiting ham passing through, or someone who's never touched a microphone in your life—come sit with us a while. There's a chair, maybe a slice of pizza, and a friendly voice on the air waiting for you.

And to our members: if there's a mode you haven't tried, a net you haven't checked into, or a project you've been putting off—August is as good a month as any to give it a shot. This club grows when its operators do.



As always, find the full calendar and everything else going on at n5sac.org. And if you know someone—a student, a first responder, a curious neighbor—who might enjoy this newsletter, please pass it along. The more people who understand what we do, the stronger our community becomes.

In the meantime, I am listening for you on the repeater even when I can't answer. Shoot me an email. KG5WHQ will hang out in n5sac.groups.io looking out for you, too.

See you on the air!

VE Testing:
August 15, 2026 at 9a

Next Meeting:
August 27, 2026 at 7p

On the cover:
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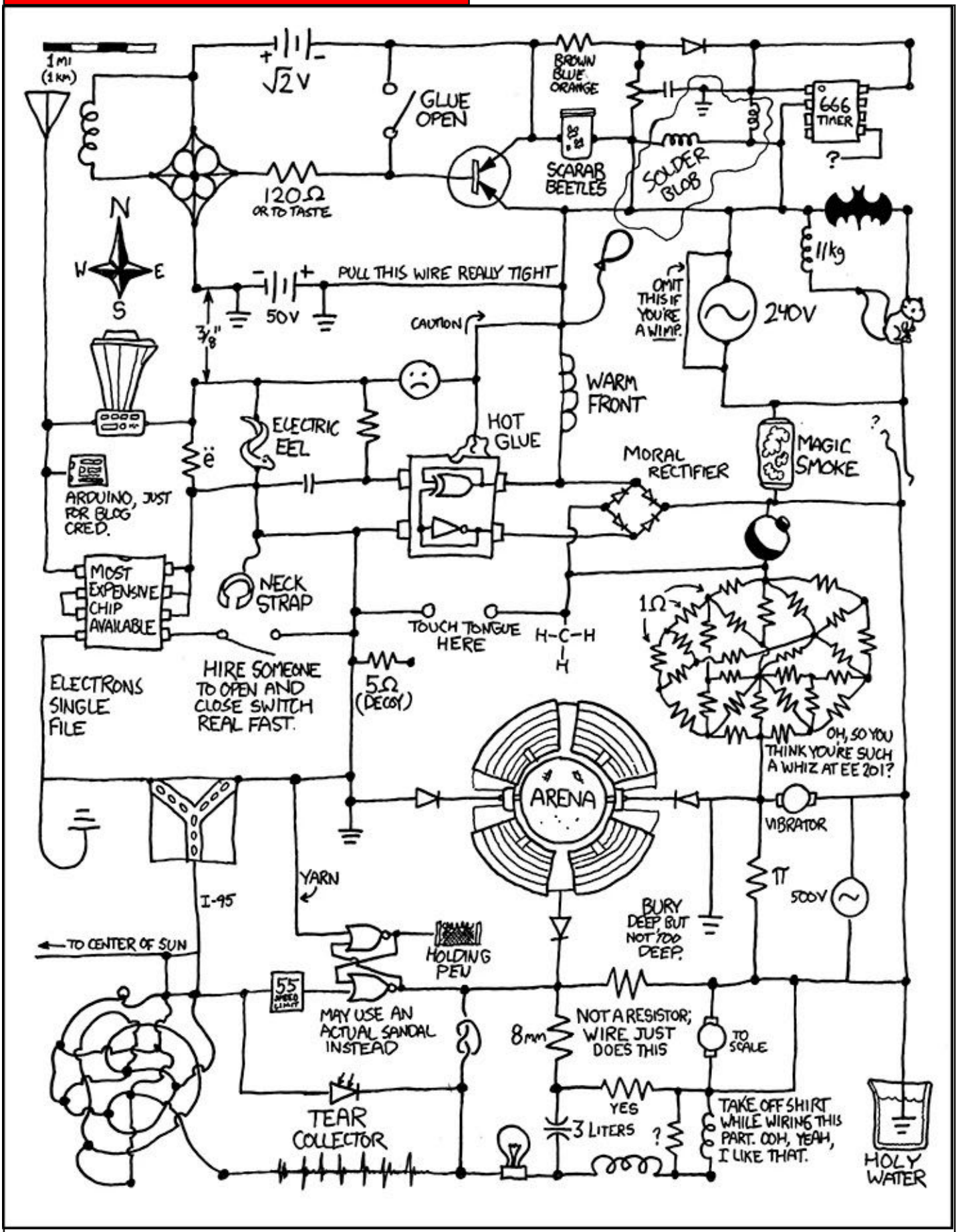
https://xkcd.com



Getting on 44Net

WireGuard and Opening Ports on Mac or Linux

(For Regular Folks, Not Computer Nerds)

A step-by-step guide for hams who want to run a remote rig or a web server over their AMPRNet-style tunnel from the shack.

By KG5WHQ

Note: This information is provided for educational use only. If you use it, it comes with no warranty. In fact, I can say with certainty, you will get instantly hammered by hacker bots if you follow these instructions.

You are not protected on the internet. Stay off. Go home.

Everyone else, read twice before you do anything.

If you've got (or want to get) a 44.x.x.x address — that's the amateur radio internet block, also called 44Net or AMPRNet—this guide will walk you through the whole process: signing up, connecting with WireGuard, and opening some ports so other people can reach your station's web page or file server.

This guide covers both Mac and Linux, so skip to whichever section matches your computer. Don't worry—you don't need to be a computer expert. Just follow along one step at a time, and copy the commands exactly as shown.

Do not attempt from a Windows computer!

What You'll Need

- A current amateur radio license (any class).
- A Mac or a Linux computer.
- About 45 minutes and a cup of coffee.

Part 1: Getting Your 44Net Address

Before any of the technical stuff, you need two things: a copy of your amateur radio license, and a 44Net account. Here's how to get both.

Step A: Get an official copy of your FCC license

44Net needs to confirm you're really a licensed ham, so you'll need a PDF of your license handy.

Go to the FCC's official license lookup page: `https://wireless2.fcc.gov/UlsEntry/licManager/login.jsp`

Log in with your FRN (FCC Registration Number) and password. If you don't remember your FRN or password, there's a "forgot password" link, or you can call the FCC Licensing Support Center at 877-480-3201 (Mon–Fri, 8am–6pm ET)—they're used to helping hams with this.

Once logged in, find your callsign under "My Authorizations." Select it and click ADD—this moves it into the "Authorizations to Download" list.

Click SELECT ALL, then click DOWNLOAD Save the PDF somewhere you'll remember, like your Desktop or Documents folder.

This official copy will have the FCC logo and an "Official Copy" watermark—that's what makes it valid (as opposed to a plain "reference copy," which some sites offer but isn't the same thing).

Step B: Sign up for 44Net Connect

Go to `https://connect.44net.cloud/`

Click to create an account if you don't already have one. Follow the prompts to verify your callsign —this is where you'll upload the license PDF from Step A.

Once your callsign shows as verified, log back into the portal. In the left-hand menu, click My Resources, then Tunnels. Click to request a new tunnel. Pick a server location close to you (closer usually means a snappier connection—and a less crowded server is a bonus too).

Give your tunnel a name, and leave "Public Key" and "Preshared Key" blank unless you already know

what those are.
Submit the request

Once approved, you'll be given a WireGuard configuration file (or the key details to build one) along with your very own 44.x.x.x address. Keep this info handy and treat it as a secret—you'll need it in the next part.

Part 2: Installing WireGuard

On a Mac

There are two ways to do this. Pick whichever sounds easier to you.

Option A: The Easy Way (App Store)

Open the App Store on your Mac. Search for "WireGuard." Click Get to install the official app (made by "WireGuard Development Team").

This gives you a little icon in your menu bar where you can turn your tunnel on and off, like a light switch. You can import the config file 44Net gave you right into the app.

Option B: The Terminal Way (for the more adventurous)

If you're comfortable typing commands into the Terminal app(I prefer iTerm2), you can install it with a tool called Homebrew:

```
brew install wireguard-tools
```

Then to turn your tunnel on:

```
sudo wg-quick up wg0
```

And to turn it off:

```
sudo wg-quick down wg0
```

Tip: If you don't already have Homebrew, that's a separate install—ask a friend or search "install homebrew mac" for instructions.

On Linux

Most Linux distributions can install WireGuard straight from their package manager. Open a terminal and use whichever command matches your distro:

```
# Debian / Ubuntu / Raspberry Pi OS
sudo apt update
sudo apt install wireguard

# Fedora
sudo dnf install wireguard-tools

# Arch
sudo pacman -S wireguard-tools
```

Once installed, save the config file 44Net gave you as /etc/wireguard/wg0.conf (you'll need sudo to create it there—`sudo nano /etc/wireguard/wg0.conf` works fine).

Then bring your tunnel up:

```
sudo wg-quick up wg0
```

And down:

```
sudo wg-quick down wg0
```

If you want the tunnel to reconnect automatically every time the computer boots (handy for a station computer that runs unattended):

```
sudo systemctl enable wg-quick@wg0
sudo systemctl start wg-quick@wg0
```

Part 3: Finding Your Tunnel's Name

Once WireGuard is running, your computer creates a virtual interface—think of it like an invisible network cable that only exists in software.

On a Mac

Your tunnel interface usually has a name like utun5 or utun7. To find it, open Terminal and type:

```
ifconfig
```

Look through the output for a section that shows your 44.x.x.x address, something like this:

```
utun7:
flags=8051<UP,POINTOPOINT,RUNNING,MULTICAST
> mtu 1380
inet 44.27.256.256 --> 44.27.256.256
netmask 0xffffff00
```

Write down that interface name (in this example, utun7) and your 44.x.x.x address. You'll need both in the next step.

A quick word of caution: don't confuse this with en0, which is your Mac's real network connection (Wi-Fi or Ethernet cable). Your 44.x.x.x address lives on the tunnel interface, not en0.

On Linux

Your tunnel interface is almost always just called wg0 (that matches the config file name from Part 2). To confirm and see your 44.x.x.x address, type:

```
ip addr show wg0
```

You'll see something like:

```
4: wg0: <POINTOPOINT,NOARP,UP,LOWER_UP> mtu 1420
    inet 44.27.256.256/32 scope global wg0
```

Write down your 44.x.x.x address. On Linux, the interface name is easy—it's wg0—so there's no mix-up like there can be on a Mac.

Part 4: Opening Your Ports

On a Mac

MacOS has a built-in firewall system called pf (short for "packet filter"). We're going to tell it to let certain traffic through to your 44.x.x.x address.

Step 1: Open the firewall configuration file

```
sudo nano /etc/pf.conf
```

(You'll be asked for your Mac password—that's normal.)

Step 2: Add your rules

Scroll to the very bottom of the file using your arrow keys, and add these lines—but replace utun7 and 44.x.x.x with your own interface name and address from Part 3:

```
pass in on utun7 proto tcp from any to 44.x.x.x port { 80, 8080, 443, 21 } keep state
```

This one line opens four ports at once:

Port	What it's typically used for
80	Regular web pages (HTTP)
443	Secure web pages (HTTPS)
8080	Alternate web server port
21	FTP (file transfers)

Warning! A friendly warning about port 21 (FTP): it's an old, unencrypted way of sending files—anyone snooping on the connection could see what's being transferred. If you're just sharing files with fellow hams and it's not sensitive info, it's fine. If you want something more secure, ask around about SFTP instead.

Step 3: Save and exit

Press Control + O then Enter to save

Press Control + X to exit

Step 4: Load the new rules

```
sudo pfctl -f /etc/pf.conf
```

Step 5: Double-check it worked

```
sudo pfctl -sr
```

You should see your four rules listed, one per port, looking something like this:

```
pass in on utun7 inet proto tcp from any to 44.27.256.256 port = 80 flags S/SA keep state
pass in on utun7 inet proto tcp from any to 44.27.256.256 port = 443 flags S/SA keep state
```

If you see that—congratulations, your Mac is now allowing that traffic through!

Important: These rules disappear if you restart your Mac. That's a bit beyond this article, but if it becomes a headache, ask us in the newsletter and we'll cover how to make it permanent.

On Linux

Most Linux setups these days use one of two tools: ufw (simpler, common on Ubuntu/Debian) or nftables (more powerful, common on Fedora/newer distros). Use whichever one is already on your system—if you're not sure, try the ufw commands first; if you get a "command not found," use the nftables steps instead.

Option A: Using ufw (easier)

```
sudo ufw allow in on wg0 to 44.x.x.x port 80 proto tcp
sudo ufw allow in on wg0 to 44.x.x.x port 8080 proto tcp
sudo ufw allow in on wg0 to 44.x.x.x port 443 proto tcp
sudo ufw allow in on wg0 to 44.x.x.x port 21 proto tcp
```

Replace 44.x.x.x with your own 44.x.x.x address from Part 3. Then make sure ufw is actually turned on:

```
sudo ufw enable
```

Check that your rules loaded:

```
sudo ufw status verbose
```

Option B: Using nftables

First, check if you already have a ruleset file:

```
sudo nano /etc/nftables.conf
```

Add these lines inside your input chain (or near the bottom of the file if you're not sure where the chain is):

```
tcp dport { 80, 8080, 443, 21 } iifname "wg0" ip daddr 44.27.134.30 accept
```

Save (Control + O, Enter) and exit (Control + X), then reload:

```
sudo systemctl restart nftables
```

Check that it loaded:

```
sudo nft list ruleset
```

Tip: On Linux, firewall rules set up this way generally do survive a reboot (unlike the Mac's pf.conf), since ufw and nftables are designed to reload automatically as system services.

Part 5: Don't Forget the Other End!

Here's the part folks often miss: your computer's firewall is only half the story.

Since your 44.x.x.x address comes through a tunnel to a remote server (usually run by ARDC/44Net, or a VPS if you set up your own), that server also needs to:

- Allow those same ports through its own firewall. If it's a Linux server (most are), this usually means a tool called ufw, and the commands look like:

```
sudo ufw allow 80/tcp
sudo ufw allow 443/tcp
sudo ufw allow 8080/tcp
sudo ufw allow 21/tcp
```

- Forward that traffic through the tunnel to your computer. This part depends on how your particular tunnel provider is configured—if you're not sure, ask whoever set up your tunnel access, or check with the newsletter crew.

Think of it like a relay: the remote server is the first checkpoint, and your computer is the second. Both gates need to be open for traffic to get all the way through to you.

Part 6: Testing From the Outside

Once both sides are set up, don't test from your home Wi-Fi—test from outside your network, since your own router might let things through that a stranger's connection wouldn't. Good options:

- Use your phone on cellular data (turn off Wi-Fi first!)
- Ask a friend in another town to try it
- Use a free website checker like canyouseeme.org
- From a Mac or Linux computer elsewhere, you can also type:

```
nc -zv 44.27.137.90 80
```

If it says "succeeded" or "connected," you're in business!

Part 7: Actually Serving Something (a Simple Web Page)

Pay really close attention. Anything you serve on the real internet is viewable by anybody. And by now the bots are already pounding your new IP address!

If you just want to test that a web page loads, Python (which comes built into every Mac, and almost every Linux system) has a tiny web server ready to go.

Put an index.html file (or any web page) into a folder, say ~/Sites

In Terminal, navigate there:

```
cd ~/Sites
```

Start the server:

```
python3 -m http.server 8080
```

That's it! Anyone who can reach 44.x.x.x:8080 (once your firewall rules and tunnel forwarding are set up) will see the files in that folder.

To stop the server, click back into that Terminal window and press Control + C.

Conclusion

Also take a look at this month's review of the Rules for Using 44Net. The red letters are important.

Questions, corrections, or "it didn't work for me" stories? Bring them to the next meeting—we're all learning this together.

The Rules for Using 44Net

Here's a rundown of the rules governing 44Net (also called AMPRNet—Amateur Packet Radio Network), the block of IP address space set aside for amateur radio digital communications. Yes, this was gleaned from the internet.

What it is

44Net is the IP space historically drawn from 44.0.0.0/8, allocated to amateur radio in 1981. After a quarter of the block (44.192.0.0/10) was sold off in 2019, the remaining space is 44.0.0.0/9 for US subnets and 44.128.0.0/10 for the rest of the world. It's managed by ARDC (Amateur Radio Digital Communications), a nonprofit, and is used for scientific research and experimentation with digital communications over radio.

Who can use it

44Net is maintained as a community service for non-commercial projects and generally requires an amateur radio operating license, with community norms following amateur radio traditions. To get verified access, you need to provide proof of a valid amateur radio license that specifically authorizes operating an amateur station—a license for equipment ownership or listening only isn't sufficient. A verified license alone gets you access to much of what 44Net offers; if you also verify your location, you can request up to 254 IPs, a /24 subnet, BGP authorization, and more.

Core usage restrictions

ARDC's Terms of Service for 44Net explicitly state that addresses are not permitted to be used for commercial purposes, nor in a manner detrimental to the AMPRNet or to Amateur Radio. Addresses are licensed to individuals rather than sold or permanently transferred, and remain ARDC's property so they aren't monetized or misused. Restrictions on encryption and commercial traffic that apply under amateur radio regulations in various jurisdictions also have to be respected by everyone using the network.

Purpose

The purpose of AMPRNet is to permit experimentation by amateurs in digital networking and to provide computer services to other amateurs using AMPRNet. There's no cost for using AMPRNet facilities themselves, though you may have costs for internet access to reach it or for amateur radio equipment.

How to get on it

You register a sub-domain under AMPR.ORG via the Portal — an IP address needs to be associated with an AMPR.ORG domain name for the main gateway to route packets to it.

There's also 44Net Connect, a newer self-service WireGuard-based system for getting a public 44Net IP without needing your own project or subnet first.

Community coordination happens through the Wiki (wiki.ampr.org), the Portal (portal.ampr.org), and mailing lists/Groups.io.

See this month's detailed explanation of the process for setting up a tunnel into 44Net.

A technical caveat

Because ARIN doesn't provide RPKI or IRR services for legacy resources outside an ARIN agreement, 44Net currently can't create ARIN-issued ROAs for those resources — worth knowing if you're doing anything with routing security.

There's also a draft IETF proposal (as of late 2025/2026) to reserve an IPv6 block (44::/16) as a successor space, governed by the same non-commercial policies — but that's still a proposal, not yet in effect.

If you're looking to actually get set up on it, the ARDC wiki (wiki.ampr.org) and portal (portal.ampr.org) are the authoritative, current sources — worth checking directly since ARDC updates its verification and provisioning process periodically.

DIY

COAX REPAIR

Shoe Goo, Plasti Dip, Side Cutters, and a Box Knife

By KG5WHQ

Every ham has a version of this story: it's Saturday morning, the antenna's up, the bands are hot, and somewhere along the feedline run a coax jumper has a nick, a crush, or a full-on cut from last week's teardown. The electrical tape has survived 20(or 40)years and has decayed into a sticky tarball. The nearest hardware store is closed.

Let the swaering and speaking in tongues begin!

My situation was that I had flown to my brother-in-law's place hundreds of miles away to make contacts in North Carolina. Their sweet, perfect dog was in the chewing stage and carved through my coax cable! There I was, having traveled ~~millions~~ hundreds of miles, and now my QRP rig was unpacked and now signal to send! What I had was a multi-tool, a box knife, half a tube of Shoe Goo, and a can of Plasti Dip left over from a tool-handle project.

That's enough to get a usable splice back in service. It won't be a connector-quality joint—more on that trade-off below—but it will pass signal and shed water (very well) until you can do it properly. Water intrusion under the outer jacket is the ultimate enemy of radio. Here's the process, step by step.

Prepare

Let's pretend all your stuff is pristine and you have everything wrapped in self-amalgamative tape, lubed your connections with dielecctric grease, and there are no bristles on your radials. All you have to do is prepard...right?

Go ahead and get a tube of 1. Shoe Goo from Walmart's vanishing shoe section(~$7). Also at wally-world, get a can of 2. Plasti-Dip spray from the laughable automotive section(~$14). I assume by now you have side-cutters and a knife you can avoid hurting yourself with. If not, get some bandaids, too.

That plastic Walmart bag—who are we kidding? You're a ham operator. That's your new go-bag isn't it, you cheap devil!

What these Products Actually Do

It's worth being clear-eyed about roles here, because it's easy to assume the sealants are doing more than they are:

Side cutters and box knife—these do the actual repair work: cutting away the damaged cable and stripping the ends for splicing.

Shoe Goo—a flexible, waterproof adhesive/sealant. It does not conduct signal; it seals the mechanical splice against moisture. Cures like epoxy.

Plasti Dip—a rubberized coating, sprayed on after the Shoe Goo cures. Adds abrasion resistance and a second moisture barrier. Cures in 30 minutes.

None of these restore the electrical path by themselves. That happens in the splice itself—reconnecting the center conductor and the braided shield. Get that part right first.

I suggest a NASA splice or an aviation joint. This ought to do without solder, but you can make yourself feel good by doing a good solder job on it. If it's not good, don't even do it. No solder is better than a cold joint this time.

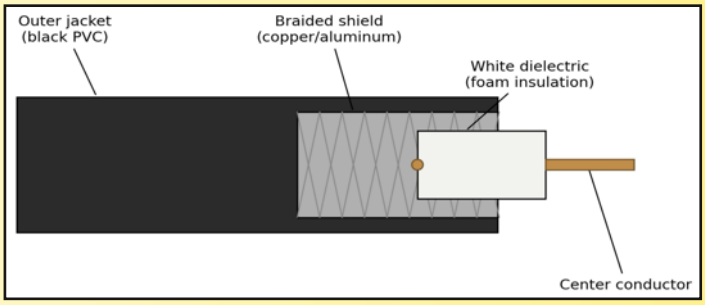


Fig. 1 — Coax cable anatomy: jacket, braided shield, dielectric, center conductor.

Step 1: Assess and cut back the damage

Inspect the cut. If both the center conductor and the shield are severed, you're doing a full splice (not just a jacket patch). Using the side cutters, snip out the entire damaged section—don't try to save a nicked or crushed area. Cut back to cable that looks fully intact on both sides: no cracks in

the jacket, no frayed shield, no exposed dielectric.

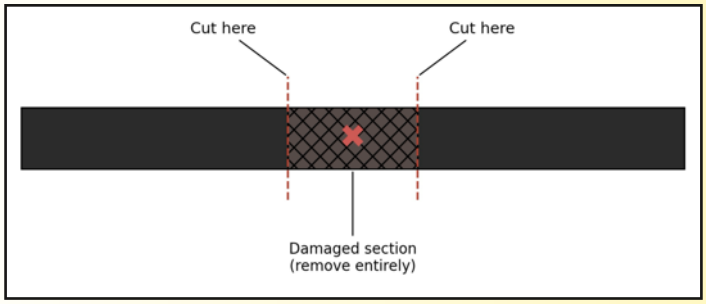


Fig. 2 — Remove the full damaged section, not just the cut point.

Step 2: Strip both ends

With the box knife, score around the jacket about 3/4" from each cut end—score lightly, don't plunge the blade in, since it's easy to nick the shield or dielectric underneath. Slide the jacket off. Fold the braided shield back over the jacket rather than trimming it away; you'll need it to rejoin the shield. Take good care of the foil or replace it with foild that you have in the kithcen. Then strip the white foam dielectric back to expose an inch of the center conductor.

Go slow on this step. A nicked center conductor is the single most common reason these splices fail early.

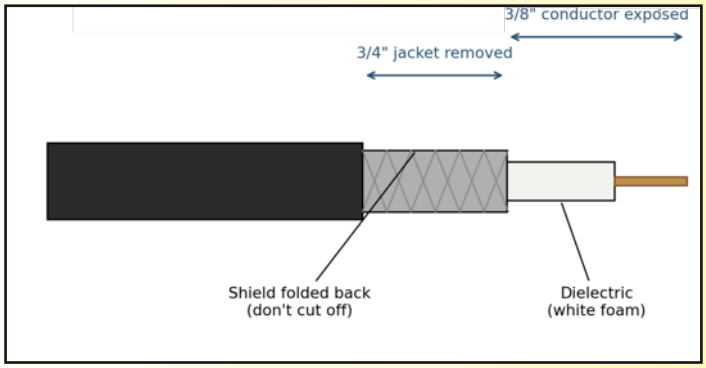


Fig. 3 — Strip dimensions: 3/4" of jacket, 3/8" of exposed conductor, shield folded back.

Step 3: Join the two ends

Bend the two center conductors so they fit like hooks. Wrap them tightly back on the center copper wire. Twist it firmly, forming a tight mechanical joint (solder it here if you have an iron handy—it's a meaningful upgrade in reliability, if you do it right). Wrap that joint completely in electrical tape to keep it insulated from the shield. Wrap that with any additional foil if you need to. Then fold the two sections' braid together around the outside of that insulated core and twist or press them into contact. Again, make it tight.

Wrap the whole assembly in another layer of electrical tape for mechanical strength before sealing.

Fig. 4 — Center conductors spliced with a mechanical joint.

Step 4: Seal the splice

This is where the Shoe Goo and Plasti Dip come in. Coat the entire taped splice generously with Shoe Goo, working it into every gap and past the edge of the cable jacket on both sides so there's no seam for water to find. Let it skin over and cure per the tube's instructions (typically a few hours to overnight, weather-dependent).

Once cured, spray on one or two even coats of Plasti Dip, again overlapping onto the intact jacket on both ends. This adds an abrasion-resistant, flexible outer shell on top of the Shoe Goo's waterproofing.

What to expect from this repair

Be realistic about your workmanship. If you have bristles in the jacket, you already have water intrusion. Keep monitoring your efficiency with a mind to when you need to replace it. Also, if you left knicked lengths of copper behind in the splice, you will introduce an impedance discontinuity that a proper compression connector doesn't—expect some added loss and a minor SWR bump at the splice point, more noticeable the higher you go in frequency.

For HF work, however, most operators won't notice it. For VHF/UHF or a long run, it's more likely to show up on the meter.

Treat this as a get-back-on-the-air repair, not a permanent one. You know your coax has a life. Replace it if needed with a proper F-connector-and-barrel splice (or better, a new jumper) when you're next near a parts supply.

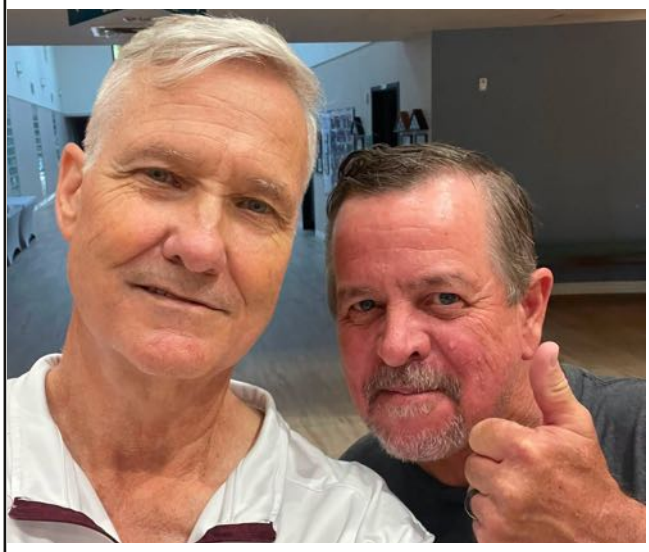
One application of Shoe Goo will do the job, but it wants to cure for 24 hours. Plasti Dip sets up in 30 minutes so you can put on three or more coats if the humidity or rain demands it.

Don't forget the radial ends.

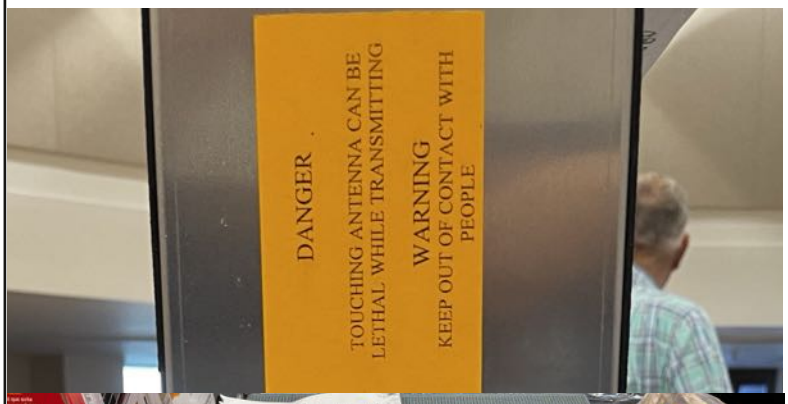
But what about radiation? Come on. Are you worried that your 20m vertical is going to start radiating at an inch of slice?

Dude, stop drinking the Happy Juice when you go POTA activating!

ACTION PHOTOS FROM THE K5PRK AUCTION:




MEET UP


DANGER
TOUCHING ANTENNA CAN BE
LETHAL WHILE TRANSMITTING
WARNING
KEEP OUT OF CONTACT WITH
PEOPLE

SHREVEPORT-BOSSIER HAMFEST

Home of the 2026 ARRL Delta Division Convention

Louisiana State Fairgrounds Agriculture Building
3206 Pershing Blvd
Shreveport, LA 71109

Friday, August 7, 2026 | 1 PM to 5 PM
Saturday, August 8, 2026 | 7 AM to 2 PM
$15 Admission | Children 12 & under Free
FREE Parking — Easy Access

Come Join the Fun!

The Shreveport Amateur Radio Association (SARA) is pleased to sponsor the Shreveport-Bossier Hamfest. Rendezvous with old friends and make new ones. Browse the latest equipment from vendors. Sell your used gear or find the perfect new or used equipment for your rig.

- Air-conditioned, all indoors
- Major amateur radio equipment brands and commercial vendors
- License Exams
- Flea market
- Concessions, raffle, and hourly door prizes
- Join, renew, or extend your ARRL Membership — and make a donation to the ARRL Diamond Club. Receive a free signing gift.
- Forum: Healthy Clubs, Strong ARES® groups, Saturday, 10 AM to 11 AM, with ARRL Emergency Communications and Field Services Director Josh Johnston, KE5MHV
- ARRL Membership Forum, Saturday, 11 AM – 12 PM
- Meet ARRL representatives: Delta Division Director David Norris, K5UZ; Vice Director John Mark Robertson, K5JMR; and Section Managers Houston Polson, N5YS (Louisiana), and many other ARRL Field Organization volunteers.

For the most up-to-date information, visit www.k5sar.com/sbhamfest

ARRL AT HUNTSVILLE HAMFEST AUGUST 21 - 23, HOST OF THE 2026 ARRL NATIONAL CONVENTION

Step 1: Register for Friday's ARRL National Convention Program
Step 2: Get your Huntsville Hamfest tickets (Sat & Sun)

Order Your Tickets Now
https://www.arrl.org/expo

Friday, August 21, 2026

ARRL National Convention Program (multiple venues in Huntsville). Register now for the all day training tracks and luncheon, and the ARRL National Convention Dinner. Register Now for the ARRL National Convention Program. Or see more details at **www.arrl.org/expo**.

- 8 AM to 4:30 PM ARRL Training Tracks with Luncheon | $90. The workshops will be held at the Embassy Suites by Hilton Huntsville. Choose from Mini Contest University, Emergency Communications Academy, or Salty Walt's Portable Antenna Workshop. Training Track registration includes the ARRL National Convention Luncheon. See an agenda for each Training Track.

- 6 PM ARRL National Convention Dinner | $100. Join ARRL for this very special dinner under a full-size Saturn V rocket at the U.S. Space & Rocket Center. Access to the museum is included along with dinner and special speakers. Additional sponsorships are available. Includes dinner, museum, and a $25 tax-deductible donation to the ARRL Education & Technology Program.

Saturday & Sunday, August 22 - 23, 2026

Huntsville Hamfest at the **Von Braun Center**, 700 Monroe Street, Huntsville, AL 35801. The Huntsville Hamfest is one of the nation's favorite hamfests -- supercharged as host of the ARRL National Convention! Thousands of ARRL Members, massive exhibit hall and indoor flea market under one roof, top manufacturers and resellers, ARRL exhibits and program representatives, clubs, forums, license exams, and prize drawings. Get your Huntsville Hamfest tickets now.

JOIN THE ARRL

American Radio Relay League (ARRL) is the leading organization for radio enthusiasts across the United States. The ARRL invites you to join a vibrant community of innovators, communicators, and explorers who connect the world through the airwaves. Whether you're passionate about emergency communications, cutting-edge technology, or simply connecting with fellow hams across the globe, the ARRL offers unparalleled resources, training, and opportunities to fuel your curiosity.

By becoming a member, you'll gain access to exclusive publications like QST, hands-on support for licensing and operating, and a network of over 150,000 members who share your passion.

ARRL has an active lobby in government and aggressively acts for our benefit sharing our voices in Congress.

Additionally, the the ARRL equipment insurance program is quite superior. Investigate it and stor you receipts away in accordance with their requirements. When lightning strikes you will want them.

Join the ARRL today and amplify your voice in a timeless hobby that bridges distances, builds skills, and creates lifelong friendships—your adventure in amateur radio starts here!

HAMCLOCK

Urgent Notice: Clear Sky Institute Backend Failure—Action Required

All HamClock Users Must Switch to the New OHB Backend Immediately!

The Clear Sky Institute backend server is currently failing, and all subscribers must migrate to the new OHB (Open HamClock Backend) to ensure continued updates, stability, and feature development.

Starting with HamClock V4.24, switching to OHB is simple. Once launched from OHB, HamClock will automatically remember the new backend and permanently configure itself to use OHB for all future updates.

To switch, run:

```
hamclock -b ohb.hamclock.app:80
```

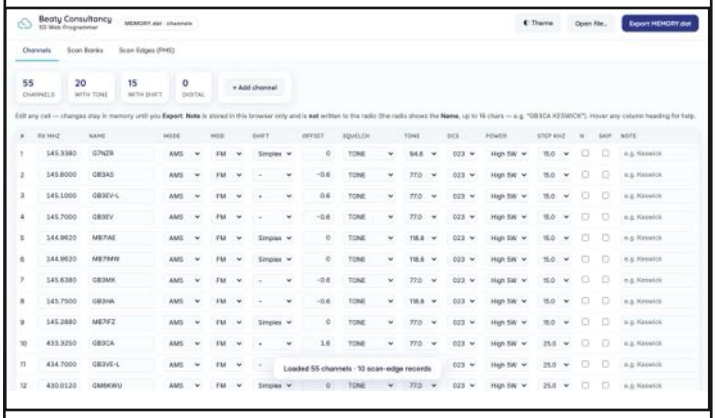
This command forces HamClock to update from OHB and sets OHB as its new home server.

You can find step by step instructions at `https://www.n0lsr.com`

CODEPLUG

5D Web Programmer: A Free, In-Browser Codeplug Editor for the Yaesu FT-5D

The Yaesu FT-5D (and its UK/EU sibling the FT-5DE) is a capable tri-band C4FM digital handheld, but it has the same annoying programming story as every other modern Yaesu radio: bulk channel editing means using Yaesu's Windows-only ADMS-14 software, which means buying the proprietary SCU-25 programming cable, which means being on Windows. If you are on Linux, macOS, or just do not want to buy a cable for a one-off channel



load, you are out of luck.

A new open source project from Beaty Consultancy, 5D Web Programmer, fixes that. It is a single self-contained HTML file that reads and writes the FT-5D's MEMORY.dat file directly from the microSD card, entirely in your browser. No Yaesu software, no drivers, no cable, no account, no upload. Your codeplug never leaves your machine.

`https://github.com/Beaty-Consultancy/5d-web-programmer`

CODEPLUG

APRSdroid 9M2PJU Mod

The Enhanced APRS Companion for Android, Built by Hams, for Hams

You are parked on a forest road somewhere off the North-South Expressway, phone in one hand, a hand-held in the other, and a LoRa APRS tracker blinking on the dashboard. You want to beacon your position, see the rest of the net on a map, and exchange messages with a station 400 km away, all without burning through your data plan or relying on a Google Maps tile server that has no signal out here.

That is exactly the job APRSdroid 9M2PJU Mod was built for. It is a free, open source Android APRS client that turns your phone into a full Automatic Packet Reporting System station: position reporting, two-way messaging, digipeating, I-gating, and offline mapping, with no Google Maps dependency and no internet connection required for the map itself.

This is the 9M2PJU customised build of NA7Q's enhanced APRSdroid fork, itself built on Georg Lukas (DO1GL)'s original APRSdroid. The mod brings modern Android 15/16 compatibility, a Material Design dark navy + amber theme, an adaptive launcher icon, a branded splash screen, edge-to-edge inset fixes, a bottom navigation bar, real-time log updates, and a polished landing page at **aprsdroid.hamradio.my** with live download counters.

$2 AD-BLOCKER

More like $10 on Amazon, but hey!

A small firmware for an ESP32-C3 board that turns it into a network-wide DNS ad-blocker. You point your devices (or your whole router) at it for DNS, and it answers 0.0.0.0 for any query in a 140,000+ domain blocklist and forwards everything else to your real upstream resolver. No per-device app, no browser extension, no subscription. One $2 board, one flash, and every device on the Wi-Fi stops talking to ad and tracker servers.

`https://9m2pju.github.io/9M2PJU-ESP32-C3-AdBlocker`

PLANO BALLOON FESTIVAL

We are about two months away from the 2026 Plano Balloon Festival. It's time to get the date on your and your group's event calendars.

Dates: September 17 (Thursday PM) through September 20 (Sunday AM)

This year's schedule is identical to 2025. Thursday concert and glow, Friday/Saturday night glow, Saturday/Sunday AM launch. All weather dependent.

The volunteer signup is now open. Field operation volunteer roles are capped (16 operators). Recovery ops are not and flight operations are extremely weather dependent.

Minors may and are encouraged to sign up and must be shadowed with their parent/guardian. Please complete the Minor Waiver form.

Hands on Training—There will be a hands on training at the event site. This is highly encouraged to attend. Especially if this is your first time or have never attended the training before. As we are a part of the safety net for the field operations, we need to recognize and respond in a correct manner to those events/concerns. If you find yourself embracing the operations of crewing a balloon, they are actively seeking volunteers for that role as well.

Sunrise (6:30 am) - Tentative
Saturday - August 22
Saturday - August 29 (Rain Date)

`https://sites.google.com/site/pbfcommssupp/volunteering`

KJ6LNG, SK John C Dvorak

From No Agenda News

July 22nd, 2026—For a man who spent decades famously predicting the catastrophic demise of almost every major technological innovation including the mouse, it is with the heaviest of hearts we must announce that famed writer, broadcaster, and publisher **John C. Dvorak KJ6LNG**'s own hardware finally gave out on Monday morning, July 20th, 2026, at the age of 80. He went peacefully, albeit suddenly, with Mimi at his side, critiquing the acting and story line of NCIS.

John loved doing the No Agenda show, loved the feedback, good and bad. He was not a man known for affection, but he had a deep appreciation for you all. He enjoyed entertaining you, challenging you, debating you, and most of all meeting you. He enjoyed reading your emails and letters more than he would ever admit.

John will miss No Agenda.

The good news is that the show will go on, as John would demand. Tomorrow's show, episode 1888 (his favorite number, how fitting) will be a remembrance of JCD with stories and anecdotes from his family and friends about the man you've known, and most of you liked. It is on you podcast app.

We would like to invite you all to write in and share. Email your notes to notes@noagendashow.net

Needless to say we are all devastated, but we look forward to honoring John's memory with you.

The Dvorak Family.