

Instruction Manual

Bayou Jumper

40 Meter CW Transceiver

For rev A Circuit Boards shipped after 17 April 2017
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Jim Giammanco N5IB
&
Four State QRP Group



WØEB photo

This manual is for use with rev A circuit boards
shipped after 17 April 2017

Revisions in place on the rev A circuit boards:

Tuning control now operates in the conventional fashion, frequency increases clockwise

L4 and C12 silkscreen markings corrected

TO-220 transistors Q4 and Q6 may now be secured to the PCB if the builder wishes

Eliminated the need to modify the rotary switch SW1

Antenna BNC connector moved to be in proximity to a grounding post for crystal spotting

Extra pads provided for a padding capacitor (C20a) to alleviate the occasional need to add a turn to the main tuning winding on L1

Convenient probe connection points have been provided for GND, +12V, +6V, Rx-Vcc

Enhanced silkscreen markings on both top and bottom side to aid circuit tracing and troubleshooting

Several convenience features added to assist those wishing to make modifications or add features

Wireway holes provided for routing wire leads from above or below the PCB

Extra pads at strategic connection points for modifications/additions

Places on the PCB for an extra potentiometer and SPDT toggle switch

Drilling marks on the underside of the front panel to match above pot and switch

PLEASE READ THIS ENTIRE ASSEMBLY MANUAL BEFORE BEGINNING ASSEMBLY

Introduction

Thank you for purchasing a Bayou Jumper transceiver kit. We hope you will enjoy building it and have many QSOs with it. This kit is comprised of high-quality components, a silkscreened, solder-masked, double-sided PC board and front panel, and hardware for mounting in a wooden enclosure.

This kit owes its genesis to the imagination of Jim Giammanco, N5IB, who envisioned this project in homage to the classic 'Paraset' transceiver, <http://www.paraset.nl/> the legendary spy radio from World War II. Using the same circuit architecture as the original, Jim brought it up to date with solid-state circuitry, giving the user an authentic feel of the original radio without the high voltages and scarce components of a tube circuit.

Jim named his creation the 'Bayou Jumper' after the popular KnightKit 'Ocean Hopper' regenerative receiver that so many novice hams built a half-century ago, and with a salute to his Louisiana heritage. His presentation on the project was one of the most popular presentations at OzarkCon 2016. The Four-State QRP Group is proud to be able to present the Bayou Jumper to the QRP community.

The transceiver is comprised of two separate circuits, a crystal-controlled transmitter and a regenerative receiver. The transmitter uses 4SQRP's super simple, super robust NS-40 transmitter circuit, with trademark on-board spiral PCB trace inductors, and 5 watts output power.

The Bayou Jumper utilizes a regenerative receiver, the same as the original Paraset. No other receiver circuit provides the combination of sensitivity and selectivity with low parts count. Regenerative receivers were popular among hams for this reason. The receiver in the Bayou Jumper has been measured to have a Minimum Discernible Signal (MDS) of better than -120 dBm, which is as good as many commercial receivers. In the Bayou Jumper, the receiver tunes independently from the transmitter frequency, so there is a 'Spotting' function to allow the user to tune the receiver to the transmitter frequency.

Switching between transmit and receive is performed with a rotary switch, just as was done with the original Paraset. You cannot get more simple and reliable than that!

The entire transceiver was designed to fit inside a standard wooden box, available from Hobby Lobby. It can be ordered here:

<http://www.hobbylobby.com/Crafts-Hobbies/Wood-Crafting/Unfinished-Wood/Wood-Rectangle-Box-Set-with-Silver-Handle/p/25426-GA0369>

The on-line sale is for a set of three boxes, of which the smallest is used. The boxes can be purchased individually in stores, **SKU# 662536S**.

Theory of Operation

The Bayou Jumper, like the Paraset that inspired its creation, utilizes very simple and robust circuitry to achieve reliable operation. Despite this simplicity, it attains the maximum of performance from its minimum number of components, in the true spirit of QRP.

The transmitter design of the Bayou Jumper is borrowed from the 4SQRP classic 'NS-40'. This design is a master-oscillator/power amplifier circuit, with high-efficiency spiral PCB coils serving as the transmitter's harmonic filter. The 2N7000 Master Oscillator, Q5, works against the gate capacitance of the IRF510 power amplifier, Q4, as an unusual inverted Colpitts oscillator. The power amplifier Q4 is tuned to operate in the Class E mode, generating 5 watts from 13.6 volts, at better than 85% efficiency. Closing the key contact grounds the source circuits of Q4 and Q5 permitting oscillation to commence. If the transmit/receive switch is in the receive position, closing the key permits the Master Oscillator to oscillate without the PA operating, enabling spotting of the oscillator frequency in the receiver.

A built-in key is included in the design – just like in the original Paraset!

Because the entire PA current passes through the keying circuit, it is recommended, for those who want an external key, that the transmitter be keyed through a hard contact closure, like a relay or straight key, or that a husky MOSFET (IRF510 or larger) be used. See **APPENDIX J** for suggested circuits.

The receiver is a simple regenerative circuit, based on the innovative designs of Charles Kitchin, N1TEV. Q2, an MPF102 JFET, is a regenerative detector in an Armstrong circuit, with a 1N5819 diode acting as a varactor capacitor in the tickler throttle circuit. The regeneration control, potentiometer R10, varies the reverse bias voltage on the diode D2, changing its capacitance and varying the amount of feedback current it passes through the tickler feedback winding of L1.

The receiver frequency is tuned by also using a reverse biased diode as a varactor. The inductor L1 resonates against the sum capacitance of C20, (optionally C20a) C30, and diode D3. Tuning is performed by potentiometer R8, which varies the reverse bias voltage on D3, thus varying its capacitance.

The antenna is coupled to the detector through the grounded-base amplifier Q1, a 2N3904. This amplifier also isolates detector oscillations, preventing them from being radiated back through the antenna. An RF attenuator control, R1, can be used to reduce the amplitude of strong signals that might overload the receiver.

The detected audio appears at the source of the regenerative detector Q2, and is coupled through capacitor C5 to audio preamplifier Q3, a 2N3904. Its output is coupled to the volume control R6.

The output of the volume pot is amplified by the Audio Amplifier U1. This IC, an NJM2113 is a low-noise headphone driver amplifier. Its balanced output feeds the tip and ring contacts of the Headphone jack, J4. The shell contact is left floating, placing the two headphone elements in series. This amplifier is also capable of driving an external 8 ohm speaker.

A 6-volt regulator IC, U2, provides steady bias voltage to the low-level RF and audio circuitry of the receiver, eliminating any tendency toward audio howl or instability.

Switching between transmit and receive operation is performed with a rotary switch SW1. This disables the receiver during transmit, and switches the antenna between the transmitter and receiver sections. This switch also has an OFF position, switching the antenna input to ground as well.

First Steps

Before getting started with building the kit, take some time to organize and familiarize yourself with the parts provided and check them against the Bill of Materials (pages 34 & 35). Building over a cookie sheet is recommended to minimize the chance of lost parts. If parts are missing in your kit, send an email to the kitter listed at **4SQR.com**. He will promptly provide replacements.

Schematics are provided separately as image files in the documentation package, as well as being incorporated into this manual. It is highly recommended that you print a couple of copies at 11 X 17 inch format at your local UPS Store, Staples, etc. As you build, use a highlighter to mark off parts that have been soldered onto the PCB on one copy. When you think you are done, you can check that copy to verify that all of the parts have been installed.

It is helpful to acquire the necessary tools and supplies before beginning. These include:

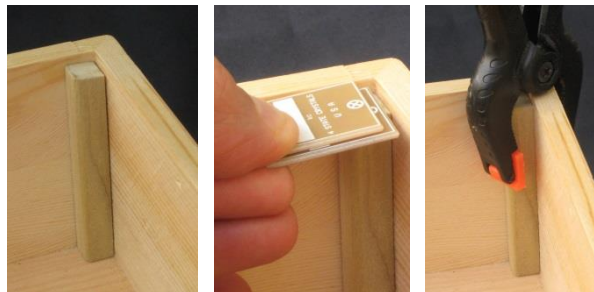
- *Soldering iron – ESD safe, 20-30W, preferably thermostatically controlled.
- *Fine 60/40 or 63/37 rosin core solder
- *Wire strippers
- *X-Acto knife
- *Diagonal cutters (flush-cutting type preferred)
- *Needle-nose pliers
- *Fine file or emery board
- *Phillips screwdriver
- *Hand drill with 1/8" bit
- *Non-metallic alignment tool
- *Fine jeweler's screwdrivers
- *Electrical tape
- *Clear fingernail polish
- *Wood glue
- *Clamps or spring clothespins
- *Magnifier
- *Digital volt-ohm-meter
- *Calibrated general coverage receiver, 40M CW receiver, or frequency counter

Soldering is not hard if the proper procedure is followed. The soldering iron is to be used to heat up the PC pad and component lead, and the solder applied to the pad, where it melts and flows into the hole. Do not melt the solder onto the tip of the iron and then attempt to dab it onto the joint – a defective connection will result! After soldering, check the top (component side) of the board, to be sure the solder has filled the hole completely, and wicked up around the component lead. Re-heat and apply more solder if necessary.

Enclosure

It would be best to prepare the enclosure before beginning assembly of the PC boards, in case any minor sanding or filing were to be needed to refine the fit of the boards into the box.

The enclosure must be prepared to mount the circuit boards. Included in the kit are four 3/8" wooden blocks that must be glued into the four inside corners of the box. Use wood glue to attach them (Elmer's Carpenter's Wood Glue – the yellow kind). They should be spaced down from the rim of the box by the thickness of two PC boards (about 1/8") – use the two crystal adapter boards as a thickness gauge.



After the glue has dried for several hours, place the top panel circuit board onto the four corner blocks. Use a pencil to mark through the four corner holes in the top panel board onto the corner blocks. Remove the top panel.

There are four wood screws in the parts kit for mounting the circuit board assembly. If driven directly into the corner blocks, there is a risk the blocks will split, so it is necessary to drill pilot holes for the mounting screws. Use a 1/8" bit in a hand drill (or drill press if available), drill down approximately 1/2".

Solder Filling Selected Vias

Vias are small plated-through holes that electrically join the top and bottom copper layers of the circuit board. If you look closely at the heavy traces near D1 and C22 you'll see two groups of four vias in the middle of those traces. These traces, and vias, carry the full transmitter current – a substantial fraction of an ampere. To ensure a low resistance path these eight vias should be **filled**, that is, enough solder should be flowed into them that the solder is level with the via pads on both the top and bottom sides. The same should be done to the vias at the center of each of the etched inductors.



☐ Fill the four vias in the heavy trace near D1

☐ Fill the four vias in the heavy trace near C22

☐ Fill the three vias in the centers of the three etched inductors L3, L5, and L6

Preliminary Assembly

The large components (four potentiometers, BNC jack, and rotary switch) will be installed first. In order to ensure that these components properly line up with the holes in the front panel, test fittings will be performed.

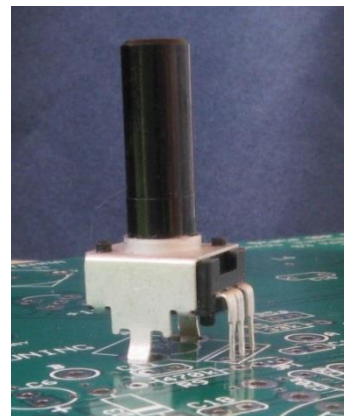
☐ Locate the six 5/8" hex standoffs and twelve of the 6-32 x 3/8" machine screws. Use six of the screws to install a standoff on the top side of the PCB at each of the mounting holes located around the perimeter.

The first components to be installed on the PC board will be the four potentiometers. R6, R8 and R10 are 50 k pots, marked "503" while R1 is a 5 k pot, marked "502." All four of these potentiometers will be installed "standing proud" to ensure that there is enough shaft above the panel to accept the knobs securely.

☐ Place the PC board flat, right side up, on a hard work surface, and install the mounting tabs and pins of R8 (marked "503") through the PCB mounting holes so that the tips of the two legs rest flush on the work surface without extending through the board. This guarantees that the shaft of the pot sits as high as possible.

Notice that when the two mounting tabs are flush with the bottom of the board, the three contact pins will not quite penetrate all the way to the bottom. This is normal and correct. The holes are through-plated, and when soldered the connections will be solid.

☐ Make sure the pot shaft is vertical, and then solder only one of the mounting tabs to the board. It will be easiest to solder on the top side of the board.



☐ Temporarily place the front panel in position atop the standoffs. Use two or three screws to secure the panel to the standoffs. Inspect the alignment of R8 and make sure that the shaft can turn easily without rubbing the sides of the hole. If needed, reheat the soldered tab and reposition the part.

☐ Remove the front panel and set it aside for the moment. Do not yet solder the remaining tab and pins.

☐ Repeat the above two steps for the other two 50 k pots, R10 and R6 (marked “503”), and the 5 k pot, R1 (marked “502”). Again, solder only one tab of each part at this time. Check the alignment of each one by temporarily replacing the front panel each time.

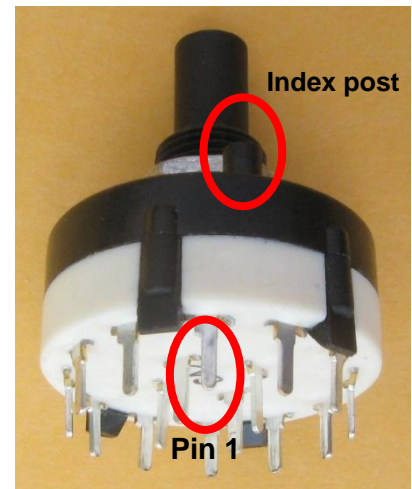
☐ When all four potentiometers have been partially installed, replace the front panel. Secure it with all six screws, and make a final check of the alignment. When you are satisfied with the positioning, remove the front panel and solder the remaining tab as well as the three pins of each part.

Next the rotary switch and the BNC jack will be installed. Alignment of these parts will be much more straightforward, since they will be firmly seated against the PCB and should “auto align.”

*You may wish to read the section in **Appendix A** concerning shortening the shaft of the rotary switch. It's only for appearance sake, to allow the knob to nestle down close to the panel. If you decide to do this optional step, it is most easily accomplished before the switch is soldered to the board.*

☐ (optional) The shaft of the rotary switch is too long to allow the selector knob to mount close enough to the panel. Trim a bit off, but be sure that there is least $\frac{1}{4}$ ” of the shaft remaining.

☐ The plastic index post is not needed and will interfere with the front panel mounting. Nip it off with diagonal cutters.



☐ Install the rotary switch SW1. Be sure the nut on the bushing is snugged up against the toothed lock washer. Do not over tighten. Be certain that Pin 1 is inserted into the square pad marked “1”. The pin numbers are molded onto the switch body. Make sure the switch is fully seated against the PCB and the shaft is vertical. Solder only one of the four inside pins at this time.

☐ Install the BNC jack in its location at the upper left corner of the PCB. Be sure it is flat and flush against the board and is vertical. Solder only the center pin at this time.

☐ Re-install the front panel and make another alignment check. Locate the “chicken head” pointer knob and install it on the rotary switch’s shaft. Check that the pointer will align with the panel markings for the three switch positions. If all is satisfactory, remove the knob and panel and set them aside. You may leave the standoffs in position if you wish.

☐ Now solder all of the remaining pins of the BNC jack and rotary switch.

The leads of resistors and axial leaded inductors should be bent in a gentle radius about 0.1” from the body of the part, so that the component body is not stressed or broken. If you have a bending jig, use it, selecting 0.4” spacing for all ¼ W resistors and diodes, 0.5” for L4, and 0.6” for L2. The bodies of these components should rest flush against the board surface when mounted.

Inductors

There are two molded inductors that look like carbon comp resistors. Add these next. Be especially careful when bending the leads of these parts. Notice the relative sizes in the photo.

The one with the larger inductance (L4 470µH) is the smaller physical size.



√	Ref	Value	Marking	Description
	L2	1.0 µH	Wide Silver-Brown-Gold-Black-Silver	Molded Axial Choke .6” LS
	L4	470 µH	Wide Silver-Yellow-Violet-Brown-Silver	Molded Axial Choke .5” LS

*Special note for builders who intend to install the NA1MH Soup'er Up'er accessory board that is described in **Appendix J** :*

You may wish to just tack solder R9 and C9 to the board in the upcoming steps, leaving extra long lead lengths, since these parts will be subsequently removed after the basic checkout of the Bayou Jumper, prior to installation of the Soup'er Up'er. Leave enough lead that they can be easily nipped off and salvaged for the spare parts bin.

Resistors

Next, install these resistors, whose lead spacings may all be prepared as 0.4".

Save a few of the discarded leads for use as test points and jumpers later on.

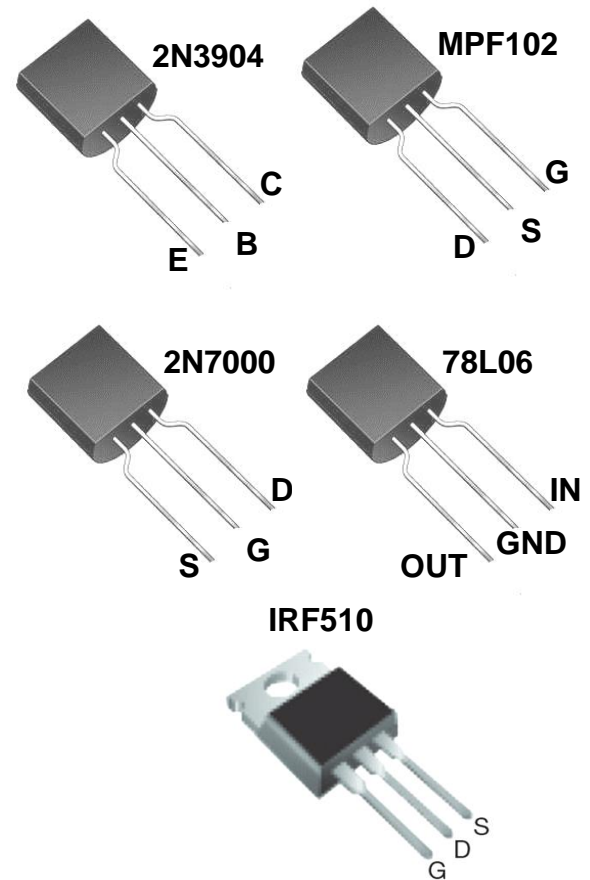
√	Ref	Value	Marking	Description
	R16	100 Ω	Brown-black-brown	¼ W 5% axial
	R17	1.0 k	Brown-black-red	¼ W 5% axial
	R2	1.0 M	Brown-black-green	¼ W 5% axial
	R4	1.0 M	Brown-black-green	¼ W 5% axial
	R15	100 k	Brown-black-yellow	¼ W 5% axial
	R3	2.7 k	Red-violet-red	¼ W 5% axial
	R12	3.3 k	Orange-orange-red	¼ W 5% axial
	R7	3.3 k	Orange-orange-red	¼ W 5% axial
	R13	330 k	Orange-orange-yellow	¼ W 5% axial
	R5	33 k	Orange-orange-orange	¼ W 5% axial
	R11	470 k	Yellow-violet-yellow	¼ W 5% axial
	R9	470 k	Yellow-violet-yellow	¼ W 5% axial
	R14	470 k	Yellow-violet-yellow	¼ W 5% axial
	R18	470 k	Yellow-violet-yellow	¼ W 5% axial, marked "1 M" on PCB

Semiconductors

Identify and install the following components. Be certain that their polarity is correct, and that they match the board's silkscreened outlines.

It is not necessary to secure the TO-220 parts to the PCB, but you may safely do so if you wish (*4-40 machine screw&nut - hardware not supplied with kit*). No insulating film is required beneath the part.

√	Ref	Value	Description
	D1	1N5819	Schottky Diode (rectifier)
	D2	1N5819	Schottky Diode (varactor)
	D3	1N5819	Schottky Diode (varactor)
	Q1	2N3904	TO-92 NPN BJT rf amp
	Q3	2N3904	TO-92 NPN BJT af amp
	Q5	2N7000 <i>Static sensitive part *</i>	TO-92 N-Channel Enhancement Mode MOSFET (oscillator)
	Q4	IRF510 <i>Static sensitive part *</i>	TO-220 N-Channel Enhancement Mode Power MOSFET (PA)
	Q6	IRF510 <i>Static sensitive part *</i>	TO-220 N-Channel Enhancement Mode Power MOSFET
	Q2	MPF102	TO-92 N-Channel JFET (regen detector)
	U1	NJM2113	DIP-8 Audio Amp**
	U2	78L06	TO-92 6 Volt Positive Regulator



* Touch a grounded object before handling static sensitive parts. Be sure your soldering tools are grounded or are rated ESD safe

** It is permissible to use a socket for U1 if you wish. (not supplied with kit)

Capacitors

The ceramic monolithic capacitors used throughout the kit are small and their markings not always easy to read. Use a magnifier to verify their values before installing. **BE VERY SURE THAT THE 120 pF CAP GOES IN C20**

Electrolytic capacitors must be installed with the correct polarity. The cases are marked to indicate the negative terminal, which goes into the round pad on the board. The longer lead is the positive lead, which goes into the square pad.

Install these capacitors, solder and trim the leads. Check off each part as you install it.

Do not install C31 or C20a at this time.

√	Ref	Value	Marking	Type
	C8	0.001 μ F	102	Dipped Ceramic Monolithic NP0
	C14	0.001 μ F	102	Dipped Ceramic Monolithic NP0
	C15	0.001 μ F	102	Dipped Ceramic Monolithic NP0
	C28	0.0033 μ F	332	Ceramic Disk NP0
	C1	0.01 μ F	103	Ceramic Disk
	C2	0.01 μ F	103	Ceramic Disk
	C11	0.01 μ F	103	Ceramic Disk
	C17	0.01 μ F	103	Ceramic Disk
	C24	0.033 μ F	333	Dipped Ceramic Monolithic
	C5	0.1 μ F	104	Ceramic Disk
	C7	0.1 μ F	104	Ceramic Disk
	C19	0.1 μ F	104	Ceramic Disk
	C25	0.1 μ F	104	Ceramic Disk
	C27	0.1 μ F	104	Ceramic Disk
	C29	0.1 μ F	104	Ceramic Disk
	C32	0.1 μ F	104	Ceramic Disk
	C10	1.0 μ F	1 μ F	Aluminum Electrolytic
	C4	100 pF	101	Dipped Ceramic Monolithic NP0
	C18	100 pF	101	Dipped Ceramic Monolithic NP0
	C26	100 pF	101	Dipped Ceramic Monolithic NP0
	C20	120 pF	121	Dipped Ceramic Monolithic NP0
X	C20a	10 pF	10	Dipped Ceramic Monolithic NP0 DO NOT INSTALL YET
X	C31	22 pF	22	Dipped Ceramic Monolithic NP0 DO NOT INSTALL YET
	C16	220 pF	221	Dipped Ceramic Monolithic NP0
	C23	390 pF	391	Dipped Ceramic Monolithic NP0
	C3	4.7 μ F	4.7 μ F	Aluminum Electrolytic – observe correct polarity
	C6	4.7 μ F	4.7 μ F	Aluminum Electrolytic – observe correct polarity
	C9	4.7 μ F	4.7 μ F	Aluminum Electrolytic – observe correct polarity
	C13	4.7 μ F	4.7 μ F	Aluminum Electrolytic – observe correct polarity
	C22	470 pF	471	Dipped Ceramic Monolithic NP0
	C12	47 μ F	47 μ F	Aluminum Electrolytic – observe correct polarity
X	C33	TBD	TBD	Optional – not supplied with kit – see Appendix F

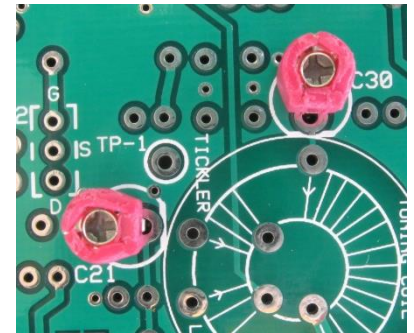
Bottom Side Components

Add C21 and C30, the two pink trimmer capacitors.

These mount on the bottom side of the board, soldered on the top side.

Notice the case has a flat side. When installing, orient the flat side to match the outline on the component silkscreen on the bottom of the board. This ensures the adjusting screw is grounded so as to minimize interaction with an adjustment tool.

√	Ref	Value	Description
	C21	4-20 pF	Trimmer Capacitor (pink)
	C30	4-20 pF	Trimmer Capacitor (pink)



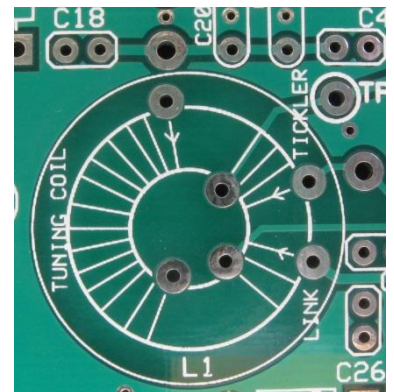
Transformer

Next, wind the toroid L1. It contains three separate, independent windings.

During the alignment of the receiver, to set the tuning range and regeneration control span, you may need to squeeze together or spread out the turns of the main winding and/or the tickler winding.

*To make this process easier you may wish to install the toroid on the bottom side of the PCB. This would allow adjustment of the trimmer capacitors and the toroid's windings to be accomplished without removing the front panel. The silkscreen outline is duplicated on the bottom to assist you if you choose this option. Actual performance of the receiver should not be impacted whichever you choose. Do not be concerned that it appears the windings of a bottom mounted toroid would be in the opposite directions. It is only the **relative direction** of the windings that matters.*

It is **essential** that this inductor be wound properly with the correct number of turns, the proper winding direction, and location. By following the diagram on the PCB silkscreen successful construction can be assured. Notice that each winding has one turn that is labeled with an arrow. This is the end from which the winding begins, coming up from the PCB, passing over the top and down through the center of the core. For additional help with winding, read the notes at <http://wa0itp.com/toroidophobia.html>



An additional tip – often the first couple of turns are difficult to get pulled up snug against the core, so wind two extra turns, and when that's done, unwind the first two turns, leaving a nice tight winding.

Once you have decided on which side to install the toroid, refer to the photos below as a guide to winding the turns in the correct directions.

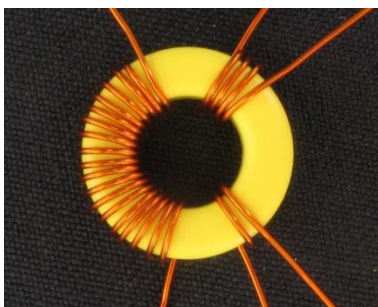
☐ Locate the toroid core, and the 24 AWG magnet wire. Wind the main tuning coil: **19 turns** around it with the wire. Remember that turns are counted as the number of times the wire passes through the center of the toroid. It is essential that the turns are pulled snugly around the toroid, so that there is no slack between the wire and core. When complete, cut the wire ends to about 1/2".

☐ Next wind the tickler. If the tuning coil is at the top side, the tickler is at the lower right position. Wind **4 turns** of 24 AWG magnet wire for the tickler winding. When complete, cut the wire ends to about 1/2".

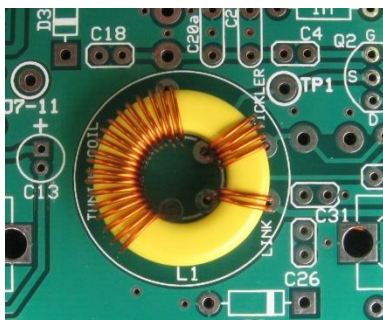
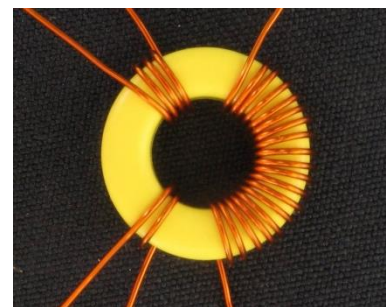
☐ Finally, wind the input link at the lower left position of the core. Wind **2 turns**, AWG 24. When complete, cut the wire ends to about 1/2".

☐ Strip and tin each of these wire ends prior to inserting on the PC board. Then pull the leads up snugly and solder them in place.

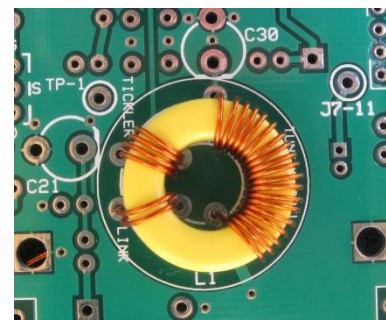
There are several methods for stripping the insulation from magnet wire. The wire provided in the kit is thermally strippable. With a higher wattage or thermostatically controlled soldering iron, the heat (at least 750 degrees F) will be sufficient to strip the insulation from the wire. Alternately, insulation may be removed using sandpaper or a sharp hobby knife, prior to tinning.



At left, L1, is shown wound for, and mounted on, the top side of the circuit board



At right, L1 is shown wound for, and mounted on, the bottom side of the circuit board

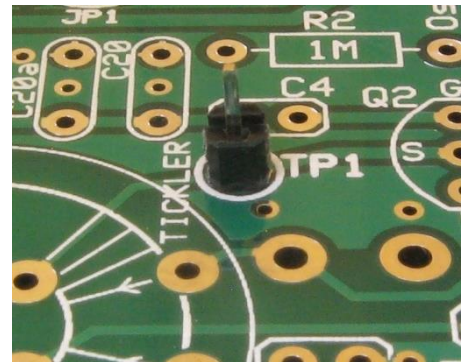


Test and Instrument Connection Points

☐ Provisions are made on the PC board to install several wire loops that can be used to conveniently clip test instrument leads. There are three groups of five pads (the middle pad is not used). Two of the pad sets are grounded, and one set is connected to the +12 V supply. Each set is identified on the silkscreen legend. Use discarded resistor leads, forming them into loops. At each of the three groups of pads, install one loop on the top of the board and one loop on the bottom. Solder the top side loop on the bottom, and solder the bottom side loop on the top.

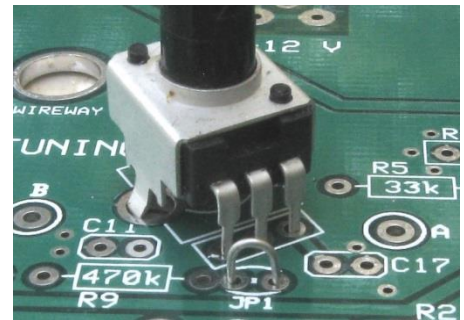


☐ There are also three places where a single square post header pin can be installed to be convenient spots to check **V-reg**, **Rx-Vcc**, and the oscillating detector at the point designated **TP1**. Use a single pin for each, inserting the longer end through the board from the top, and soldering on the bottom, as shown at right.



Wire Jumper

☐ Install a wire jumper, using a discarded resistor lead, at **JP1** (located near R8) on the top side of the PC board. Form the jumper into a loop in the same manner as the test points. That way, should you at a later date wish to open that jumper to install a modification, all that will be necessary is to cut the loop and slightly separate the conductors.



Inspection prior to final assembly

☐ Inspect the PC board closely for unsoldered connections, cold solder joints, solder balls or splatter, improperly installed or incorrect components, and correct as necessary.

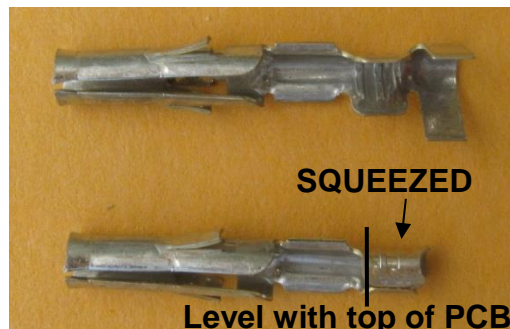
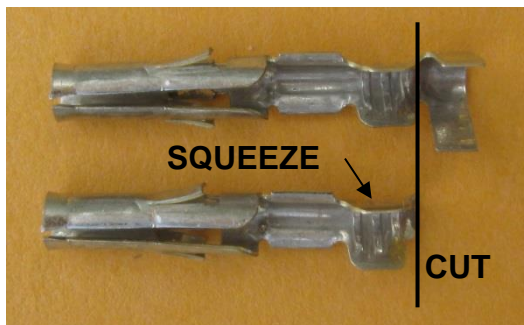
Final Main Board Hardware

☐ Add the contact post for the built-in key. This is a 3/8" hex standoff. Install using a 3/8" screw **with at least two flat washers between the standoff and the PCB**. Two extra washers are provided in case the key spacing needs to be adjusted to suit the builder.



☐ Prepare the Molex® connector socket pin inserts to create the crystal sockets. Take each of the inserts, and, using diagonal cutters, snip off the bottom 'fishtail' as shown in the photos below.

Using fine-nose pliers or a crimping tool, gently squeeze the crimp area marked on the photo until the pins are a snug fit into the holes in the board for the crystal socket.



Make certain each pin is vertical before soldering, and adjust as necessary to correct any misalignment.

Front Panel Components

☐ Assemble the built-in key. Locate the key leaf spring. This is a rectangular piece of 1/32" plated PCB with three holes. Install two 6-32x 3/8" screws through the top of the front panel. On the bottom of the board, slip the leaf spring over these screws, and mount using two hex nuts on the bottom. Use a small drop of clear fingernail polish on the end of the screws to keep the nuts from working back loose.



☐ Mount the key knob onto the leaf spring by inserting it through the top of the front panel, and fixing it in place using the **8-32 brass** screw from beneath.

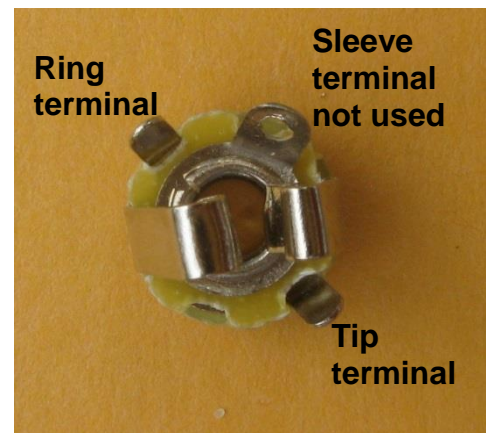
☐ Assemble the power jack. Very gently bend the solder lugs of the power jack away from the body so that there will be sufficient clearance from the main board below. The lugs are fragile. A 90 degree bend may be too much and could cause the lug to break. 45 degrees should be enough. Strip 1/4" from the ends of the 3" red and black stranded wires. Solder the **red wire** to the solder lug on the **center pin** of the power jack, and the **black wire** to the lug connecting to the **outer shell** of the jack. Use an ohmmeter if not sure which lug is which. Orient the lugs with respect to the corner of the board, as shown in the photo, to minimize the chance of an accidental short circuit.



☐ A matching power plug is supplied. Wire up that 12 V power plug with your choice of wire type and length so that 12 V can be applied to the circuit. A fused or current limited supply is recommended, at least for initial testing.

☐ Mount the two 1/8" stereo jacks to the front panel by inserting them through the bottom, and fixing them in place using the included knurled nuts. Cut three pieces of the 22 AWG bus wire, each approximately 2" long.

☐ Onto the jack for the headphone output, solder one piece of the bus wire to the solder lug for the tip contact and another one to the ring contact.



Stereo jack pin arrangement

☐ Onto the jack for the external key, solder a single piece of bus wire to the solder lug for the tip contact.

☐ If not already in place, install the six 5/8" hex standoffs to the top side of the main PC board using the 6-32 x 3/8" screws.

☐ Place the front panel onto the standoffs. Secure it temporarily with two or three screws and check the motion of the pots. If they do not turn freely, adjust their angle by heating up their soldered mounting lugs, and adjust slightly as needed.

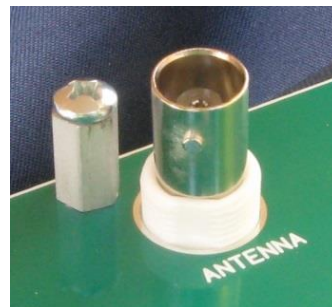
☐ Remove the front panel. Insert the power jack, key jack, and headphone jack into the front panel, and tighten their nuts. Insert the wires from the headphone connector and the key jack through the appropriate holes in the board as you bring the boards together. Insert the red wire from the power jack into the square '+12 V' pad on the PC board, and the black wire into the round '—' pad on the PC board.

☐ Finish attaching the front panel using the rest of the six 6-32 x 3/8" screws. Gently pull the bus wires from the headphone and key jacks snug, and solder them into place on the circuit board. Solder the two wires from the power jack as well. **Inspect the power jack lugs and wire leads to be sure there are no accidental short circuits.**

☐ Add the two plastic insulating sleeves through the crystal socket holes in the front panel, pressing them down over the crystal socket pins. If the socket pins are not centered under the front panel holes, heat the solder on their bases and reposition them.

☐ Install the five knobs. Be sure the round knobs are positioned so that the set screws bear upon the flatted portions of the shafts. The knob indicators should line up with the markings on the panel. The rotary switch has no flat. Adjust its knob so that it lines up with the three positions marked on the panel. See **Appendix C** for some additional comments about the main tuning knob.

☐ Install the 1/2" male-female threaded standoff on the top of the front panel near the BNC jack. The standoff replaces the supplied 3/8" 6-32 screw that is normally inserted there. Use the 3/16" 6-32 screw on top of the standoff so that the phillips screw head provides a "landing pad" for the crystal pin.



Should you need to separate the main board from the front panel for adjustments or troubleshooting, remove the nuts from the key, headphone, and power jacks, and remove the knobs. The crystal socket pins will slide out of the nylon insulators with some gentle pulling.

Crystal Adapters

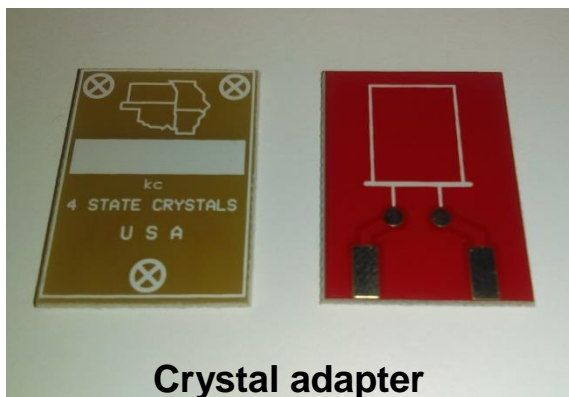
The Bayou Jumper has a front panel crystal socket to fit FT-243 or FT-241A crystals, the old style Novice crystals that can still be found at hamfests. The kit includes two HC-49 packaged crystals, for 7.030 and 7.122 MHz. These are the two QRP *watering hole* frequencies where much of the QRP activity takes place. Also included are two adapter boards that you can use to build your own FT-243-compatible crystals. If your adapters look different from the ones in the photo below, see **Appendix H** for additional information.

Assembly of the crystal adapters is pretty straightforward. Trim the leads of the HC-49 crystals and bend them so the body of the crystal sits flat on the board. Solder them down to the two round pads. Cut two lengths of #10 bus wire about 5/8" long, and solder down to the two rectangular pads. Check the spacing against the crystal socket on the PCB. Using a fine file or emery board, taper the ends of the #10 wires so they insert into the sockets smoothly.

As an alternative to the #10 solid wire, you can obtain 3/32" brass tubing or rod at Hobby Lobby or other hobby or hardware stores.

If the builder has any of the old style FT-243 or FT-241A crystal holders, the miniature HC-49 size crystals can be mounted inside the cases for a truly vintage appearance!

To mount the "tall" HC-49U crystals in an FT-243 case may require some hollowing out to create enough space. They will fit very nicely in an FT-241A case, needing nothing more than perhaps filing down the contact posts slightly. HC-49S crystals, the "low profile" ones, will fit either case with no modification.



Receiver Tuning Setup

☐ With all board-mount components installed, the next step is to set up the receiver for the desired tuning range, and the regeneration control for the proper range. A calibrated CW receiver or a calibrated 40 m signal source is needed, or use the Bayou Jumper's spotting function to calibrate the receiver.

☐ Connect the 12 V power plug cable to a regulated 12 V supply or battery. A fused or current limited supply is recommended, at least for initial testing. Insert the plug into the 12 V power jack. With the radio OFF it will draw a few μA from the supply through the ESD protection circuit, when ON and in RECEIVE it will draw around 10 to 20 mA.

*Be sure to read **Appendix L** before connecting anything other than a standard set of stereo headphones or an unpowered speaker to the PHONES jack. The audio output amplifier IC chip will be damaged by improper connections.*

☐ Plug headphones or computer speakers into the PHONES jack of the Bayou Jumper. The isolated stereo jack is wired to place the left and right earpieces in series.

☐ Turn the Bayou Jumper power switch to the RECEIVE position. Turn the ATTEN, and REGEN controls to their fully clockwise positions, the VOLUME to about mid-scale, and the TUNE control to the lowest frequency position (fully counter-clockwise). You should hear a hiss in the headphones, indicating that the receiver audio is operating.

☐ If you have a frequency counter or oscilloscope with a high-impedance probe, you may sample the oscillator frequency at the test point labeled TP1 on the back side of the board.

Otherwise, if you have a calibrated CW or shortwave receiver, turn it on, and make sure it is in the CW mode. Place the Bayou Jumper next to it. Sweep the receiver tuning from roughly 6.0 MHz to 8.0 MHz. Somewhere within that range you should hear the oscillations of the regenerative detector, which should fall near 7 MHz.

Alternately, if a calibrated receiver is not accessible, a separate transmitter may be used to generate a calibration signal. Connect the transmitter into a dummy load, and connect a short length of wire to the BNC connector of the Bayou Jumper. Tune the transmitter to 7.050 MHz, and key it. Rotate the tuning control of the Bayou Jumper until you hear the transmitted signal, which should fall at approximately halfway through the tuning range. If it is not heard, re-adjust the transmitter to 7.000MHz or 7.100 MHz to see if the signal can be heard.

Finally, if neither of these options is available, the transmitter spotting feature allows you to use the transmitter master oscillator as a reference signal. Insert the 7.030 MHz crystal into the crystal socket, place the Bayou Jumper power switch in the RECEIVE position, and turn the ATTN control fully counter clockwise. Turn the VOLUME control knob to the 10 o'clock position, and the REGEN control fully clockwise. Depress the key knob, and rotate the TUNING knob through its range. You should hear two heterodynes, and the receiver will be tuned to 7.030 at the midpoint between the two. This point should occur at approximately the '3' position on the tuning knob.

If no signals are heard, the regenerative detector may not be oscillating. Jump ahead to the **Regeneration Setup** section to adjust the regeneration range.

If the frequency of the Bayou Jumper regenerative oscillator is more than approximately 10 kHz off, you may use the trimmer capacitor C30 to adjust the frequency of the oscillation. Using a fine jeweler's screwdriver, rotate the trimmer capacitor setting approximately 1/8 of a turn until the desired frequency is set.

If the trimmer capacitor C30 has insufficient range, you may squeeze together the turns of the toroid transformer L1 to lower the oscillation frequency, or spread them further apart to increase the frequency, then fine-tune using C30.

If the tuning range is still not satisfactory using both C30 and by adjusting the turns spacing of L1, your course of action will depend on whether the frequency range is too low or too high.

Should you need to separate the front panel from the main circuit board, remove the mounting nuts from the POWER, PHONE and KEY jacks. The front panel can be removed without having to de-solder anything.

If the tuning range is too low – below the 7000-7150 kHz range – and you have spread out the turns of the 19 turn winding as far as possible, you will need to remove a turn from that winding. Just cut the wire where it emerges from the PCB on the outside of the core and pull the wire out from under the core to remove one turn. Use a solder sucker or solder wick to clean out the hole, and feed the wire back through to gauge its new length. Pull it back out to strip and tin the end then re-insert, snug it up, and solder in place.

If the tuning range is too high – and you have squeezed the 19 turn winding as tightly as possible there are two possible actions, *to be taken only after you have verified that C4 and C20 have not been accidentally swapped*. C20 should be 120 pF (marked “121”)

1) Add some additional capacitance to the tank circuit by installing the capacitor C20a. A 10 pF capacitor is supplied with the kit in case it is needed.

2) Or, you may add a turn to the main winding of L1. This probably requires completely removing the toroid – though, with care, you could re-wind 20 turns while the core is still attached by the other two windings.

Adding more capacitance will have the additional effect of slightly reducing the width of the tuning range, while adding inductance (extra turn) has the opposite effect. The tuning range in either case should still be more than adequate to cover the portions of the band needed.

Once one of these processes has been done, repeat the calibration steps to set the range of the tuning control.

Regeneration Setup

☐ The next step in receiver setup is to adjust the regeneration control range. Check out the MP3 audio clips posted in the Files area of the Bayou Jumper Yahoo Group if you are unfamiliar with how a regen receiver should sound.

Set the TUNING control to the middle of its range, the VOLUME control to mid-range, and listen to the headphone audio. It may help if an antenna is connected to the Bayou Jumper. Rotate the REGEN control knob from maximum to minimum, and back. You should notice a marked change in the audio hiss in the headphones at some point along the knob travel, as the detector JFET Q2 enters and exits oscillation. This should occur near the midpoint of its travel. If this is not the case there are two likely scenarios:

(1) If there is no change to the hiss while adjusting the REGEN control, it means that the regeneration must be adjusted to either increase or decrease the amount of RF feedback in this circuit. If, for any setting of the REGEN control, you can hear the heterodyne of the Bayou Jumper's regenerative oscillator in your separate calibrated receiver, or, hear the signal of a nearby CW transmitter or the spot frequency when keying, then you have too much regenerative feedback.

(2) If no signals are heard, or the detector oscillations cannot be found in the test receiver, then the detector may not be oscillating because there is too little feedback through the tickler winding.

In either case (1) or (2) above, the first step is to adjust trimmer capacitor C21, next is to squeeze or spread the 4 turns of the tickler winding, and as a last resort, adding or removing a turn from the tickler winding. It is very unlikely that the tickler should have to be re-wound.

Adjusting the tickler winding and trimmer capacitor C21

Set the regeneration control, R10, about 30% of its clockwise travel. Set the main tuning to the low frequency end of the tuning range. Try to adjust C21 so that oscillation just begins (as evidenced by an increase in hiss in the audio) then back off C21 until the detector just barely drops out of oscillation. At this point the regeneration control, R10, should be able to bring the detector smoothly into and out of oscillation somewhere around the 30% - 50% point of its travel.

If it does not appear that the detector oscillates for any setting of C21, try squeezing the 4 turns of the tickler winding more tightly together, if still no oscillations, spread out the tickler winding to its original condition and install the ceramic capacitor C31 (22 pF) and repeat the above procedure.

Conversely, if the detector always oscillates, no matter the setting of C21 or R10, be sure that C31 is NOT installed, and spread out the turns of the tickler winding. If that does not allow the detector to cease oscillating, decrease the value of C26. A good first try would be 82 pF followed by 75 pF.

If, on the other hand, you are not hearing any oscillations in your separate CW receiver, or hearing any CW notes in your Bayou Jumper Receiver when connected to an antenna, then you have insufficient regenerative feedback. In this case, install C31, the 22p capacitor, and re-test.

Re-check the receiver calibration. When the receiver calibration is satisfactory, to fix the turns in place, paint the toroid with a light coating of clear fingernail polish.

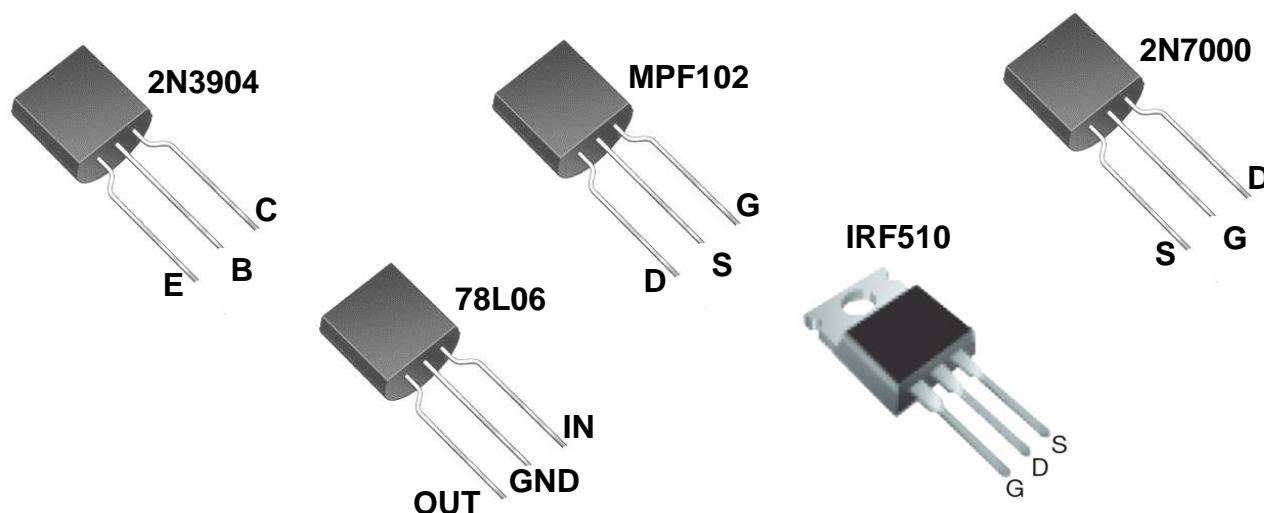
Troubleshooting

If your Bayou Jumper does not operate after assembly, repeat the visual inspection of solder joints. Especially inspect the leads of L1 for good solder connections. Compare the component placement diagram with the instructions to be certain that all components were installed in their correct locations. In particular, be sure that C20 and C4 have not been interchanged, which would make the tuning range too high in the band. C20 should be 120 pF and C4 should be 100 pF.

A check of voltages at strategic locations on the board while under power can serve to isolate problems to a particular circuit. The table on the next page lists nominal voltages for the unit in receive and with the regeneration control fully counterclockwise. **If an entry is marked 'XXX' do not attempt to measure it.**

The XXX voltages are high impedance RF points where a DC reading will possibly be erroneous due to the high RF voltage present, or the stray capacitance of the voltmeter probe could cause the circuit to misbehave.

For those who may be experiencing the charm of a regenerative receiver for the first time, there are a series of MP3 audio files posted on the Bayou Jumper Yahoo Group, in the Files area. These give examples of what the receiver should sound like under various tuning conditions. The file names explain to what you are listening.



Voltage Chart -- values are approximate, based on a 12.0 V power supply

Component ID	Pin	Expected V	Measured V
Q1	E	5.4	
	B	6	
	C	6	
Q2	G	0	
	D	between 1.5 & 3.5	
	S	6	
Q3	E	0	
	B	0.65	
	C	between 2 & 4	
Q4	G	xxx	
	D	12	
	S	xxx	
Q5	G	3	
	D	12	
	S	xxx	
Q6	G	12	
	D	0	
	S	0	
U1	1 (square pad)	0	
	2	5.7	
	3	5.7	
	4	5.7	
	5	5.7	
	6	12	
	7	0	
	8	5.7	
U2	1 (OUT) nearest C2	6	
	2 (GND) middle	0	
	3 (IN) nearest C25	12	
R8	WIPER PIN	2 to 6 as R8 is varied	
R10	WIPER PIN	0 to 6 as R10 is varied	

Operating the Radio

Operation of the Bayou Jumper is fairly straightforward. Make sure you are operating into an antenna with good VSWR – 1.5:1 or better. The transmitter in the Bayou Jumper is not overly sensitive to VSWR, but it has no built-in protection against very mismatched loads that could cause damage. It is best to use a tuner with a resistive-bridge type VSWR sensor, such as the 4SQRP 4S-Tuner.

Make sure there is a crystal inserted into the socket before transmission. Turn on the receiver and verify that you hear signals.

To spot the transmitter crystal frequency, first turn the ATTEN control fully counter-clockwise (minimum signal). Turn the REGEN control fully clockwise. Turn the VOLUME control to the 10 o'clock position. Press the key – in the RECEIVE setting, only the Master Oscillator is activated, and no signal is transmitted. Rotate the tuning control. As you rotate the control, you will hear two loud regions of heterodyne whistle noise, with a dead zone in the middle, caused by the oscillator RF overloading the regenerative detector. You won't be able to zero-beat exactly, but you can come close knowing the transmitter frequency is in the middle of the two noise regions.

See **Appendix G** for an alternate method of spotting the crystal.

Returning the REGEN, ATTEN, and VOLUME controls to their normal positions, you will likely hear signals. You can either call CQ or reply to a call as you would with any other rig – just be aware that you cannot change the transmit frequency without changing crystals! If you plan to work other Bayou Jumpers, be sure to tune around a bit after calling CQ – just like back in pioneer times!

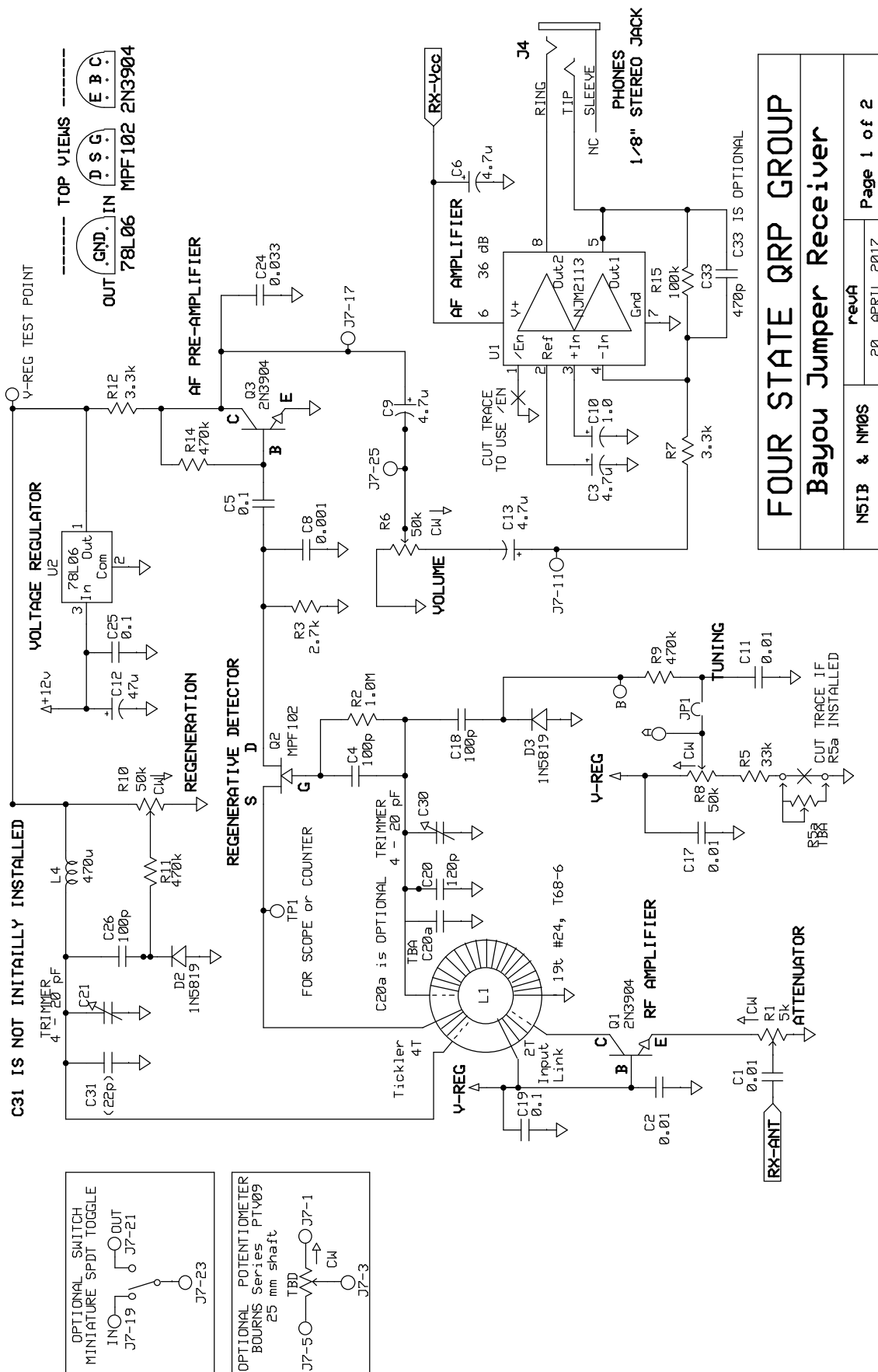
There is a Yahoo Group devoted to the Bayou Jumper at

<https://groups.yahoo.com/neo/groups/BayouJumper/info>.

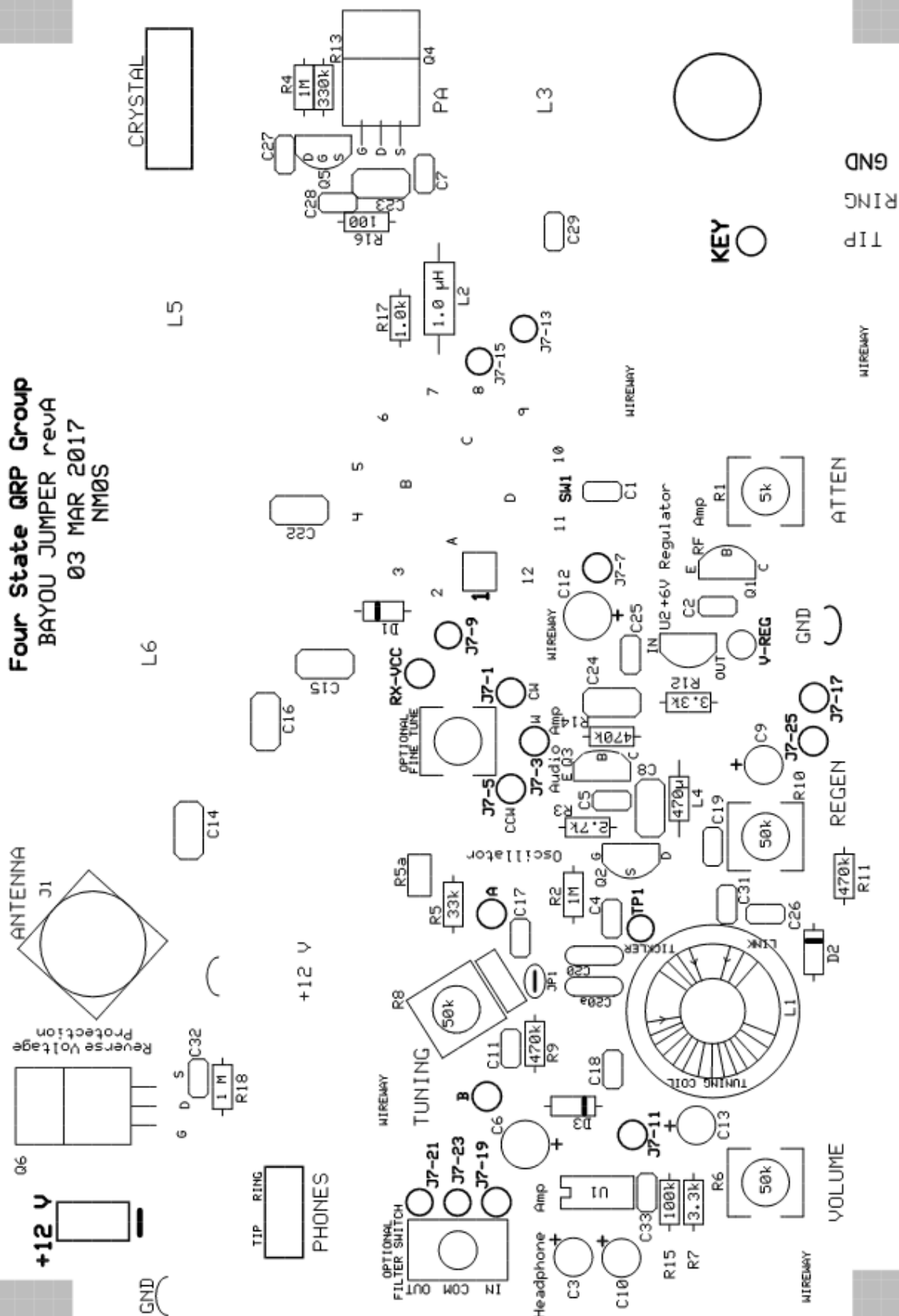
This is already a great community of builders who can help each other with issues that may arise, so builders are encouraged to join up!

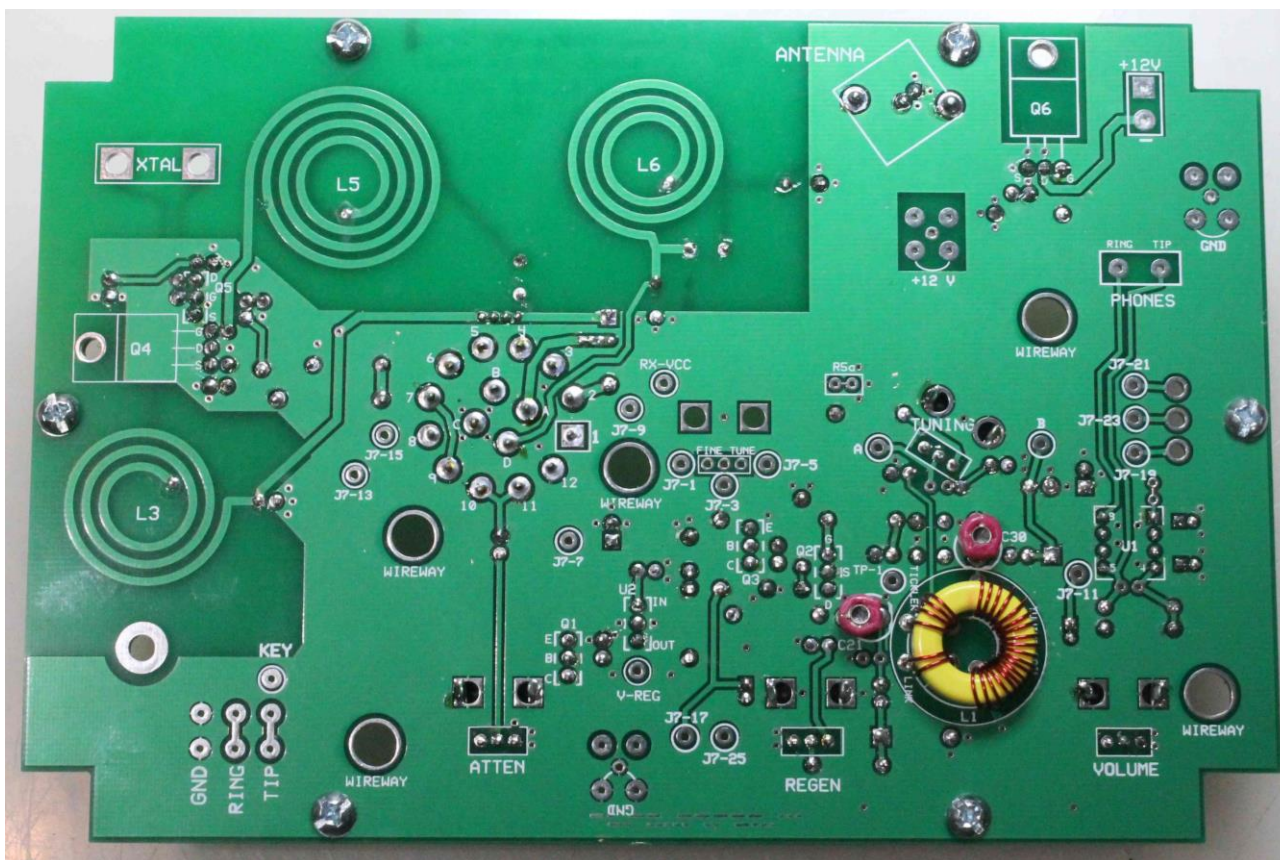
Once you have your Bayou Jumper built and working, apply for a Secret Agent Number and get a matching serial number decal for your radio. See the Bayou Jumper web page, in the documentation area, for details





Four State QRP Group
BAYOU JUMPER revA
03 MAR 2017
NMOS



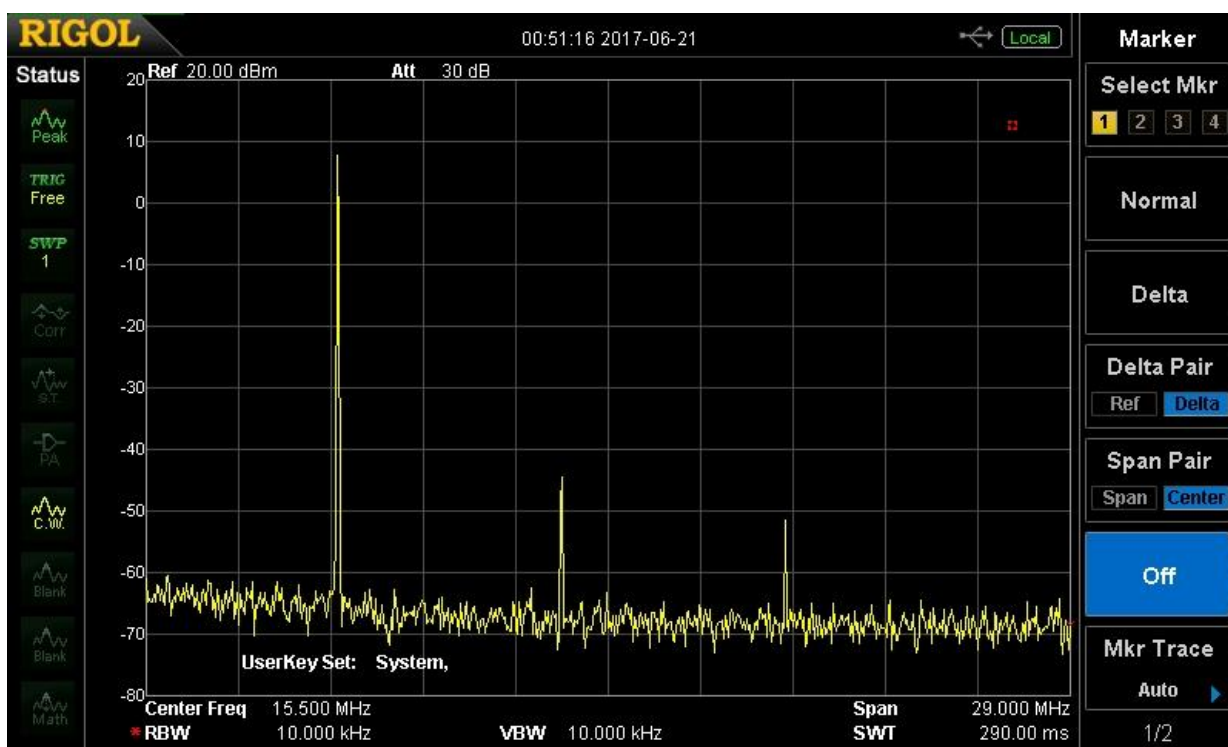


Photos by WØEB.

Top: Populated PCB, before toroid installation – note builder-supplied socket for U1

Design Notes

- Tuning range approximately 120 to 150 kHz – enough to cover the Extra Class CW band through the old “Novice Band.”
- One knob tuning – no bandset/bandspread needed.
- Only one toroid to wind in the receiver section. Etched PCB inductors used in the transmitter section.
- Varactor tuning employing readily available Schottky diodes as varactor diodes. Regeneration control also employs a “Schottky varactor” as the throttle capacitor.
- Use of potentiometers controlling only the DC bias on the varactors for tuning and regeneration means the controls are not “hot” with RF, so “hand effect” detuning is minimized.
- RF attenuator control, which is useful when employed with full-scale antennas.
- Robust headphone audio, and will drive a small speaker with modest volume.
- Current drain on receive about 10 to 20 mA, about 750 mA on transmit at 5 W
- Harmonics and spurious down about 50 dB with respect to the fundamental, exceeding the FCC 43 dBc requirement.



Bayou Jumper rev A Bill of Materials (18 April 2017)

Inv√	Quant	Part ID(s)	Description	Marking	Notes
			CAPACITORS		
	1	C20a	10 pF NP0 ceramic	10	Do not install yet
	1	C31	22 pF NP0 ceramic	22	Do not install yet
	2	C21,C30	4-20 pF trimmer capacitor	pink body	
	3	C4, C18,C26	100 pf NP0 ceramic	101	
	1	C20	120 pF NP0 ceramic	121	
	1	C16	220 pF NP0 ceramic	221	
	1	C23	390 pF NP0 ceramic	391	
	1	C22	470 pF NP0 ceramic	471	
	3	C8,C14,C15	0.001 μ F 200V NP0 ceramic	102	
	1	C28	0.0033 μ F NP0 ceramic	332	
	4	C1,C2,C11,C17	0.01 μ F ceramic	103	
	1	C24	0.033 μ F ceramic	333	
	7	C5,C7,C19,C25,C27, C29,C32	0.1 μ F ceramic	104	
	1	C10	1 μ F electrolytic	1 μ F	
	4	C3,C6,C9,C13,	4.7 μ F electrolytic	4.7 μ F	
	1	C12	47 μ F electrolytic	47 μ F	
			DIODES		
	3	D1,D2,D3	1N5819 Schottky diode	1N5819	
			CONNECTORS		
	1	J1	BNC jack - antenna		
	1	J2	2.1x5.5 mm coaxial power jack		
	2	J3,J4	1/8" stereo phone jack		
	2	J5,J6	Molex® pins – crystal socket		
			INDUCTORS		
	1	L1	T68-2 iron powder toroid core	Yellow body	
	1	L2	1.0 μ H molded choke	Wide Silver- Brown-Gold- Black-Silver	L2 is the physically larger choke
	1	L4	470 μ H molded choke	Wide Silver- Yellow-Violet- Brown-Silver	L4 is the physically smaller choke
			TRANSISTORS		
	2	Q1,Q3	2N3904 BJT transistor TO-92	2N3904	
	1	Q2	MPF-102 JFET transistor TO-92	MPF-102	
	2	Q4,Q6	IRF-510 MOSFET TO-220	IRF-510	Static sensitive
	1	Q5	2N7000 MOSFET TO-92	2N7000	Static sensitive
			RESISTORS		
	1	R16	100 Ω 1/4W 5% resistor	BRN-BLK-BRN	
	1	R17	1.0 K 1/4W 5% resistor	BRN-BLK-RED	
	1	R3	2.7 K 1/4W 5% resistor	RED-VIO-RED	
	2	R7,R12	3.3 K 1/4W 5% resistor	ORG-ORG-RED	
	1	R5	33 K 1/4W 5% resistor	ORG-ORG-ORG	
	1	R15	100 K 1/4W 5% resistor	BRN-BLK-YEL	
	1	R13	330 K 1/4W 5% resistor	ORG-ORG-YEL	

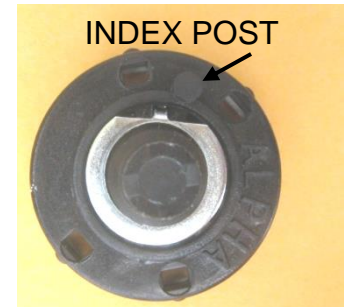
	4	R9,R11,R14,R18	470 K 1/4W 5% resistor	YEL-VIO-YEL	R18 marked 1M on PCB
	2	R2,R4,	1.0 M 1/4W 5% resistor	BRN-BLK-GRN	
			POTENTIOMETERS		
	1	R1	5.0 K potentiometer	502	
	3	R6,R8,R10	50 K potentiometer	503	
			SWITCH		
	1	SW1	4-pole 3-position rotary switch		
			INTEGRATED CIRCUITS		
	1	U1	NJM2113 audio amp DIP-8	NJM2113	OK to use socket (not supplied in kit)
	1	U2	78L06 voltage regulator TO-92	78L06	
			CRYSTALS		
	1	X1	7030 kHz quartz crystal HC-49	7030	
	1	X2	7122 kHz quartz crystal HC-49	7122	
			OTHER HARDWARE		
	1		Front panel PC board	Rev A	green
	1		Main PC board	Rev A	green
	2		Crystal Adapter PC board	Cajun Crystals	
	2		Nylon screw insulator/bushing		Use with J4 & J5
	1		2.1x5.5mm coaxial power plug		Mates with J2
	1		“chicken head” pointer knob		OFF-Rx-Tx switch
	3		Small control knob		
	1		Large dial knob		Main tuning
	4		2” long x 3/8” square wood post		
	15		3/8” #6-32 machine screw		
	6		5/8” #6-32 F-F hex standoff		
	1		1/2” #6-32 M-F hex standoff		For xtal test post
	1		3/16” #6-32 machine screw		For xtal test post
	1		3/8” #6-32 F-F hex standoff		For CW key
	1		Key knob		For CW key
	4		#6-32 hex nuts		For CW key
	1		PCB ”leaf spring” lever		For CW key
	4		#6 flat washers		For CW key
	1		3/8” #8-32 BRASS screw		For CW key
	4		#6-32 sheet metal screws		joins panel to box
	6 ft		AWG #24 enameled wire		For toroid L1
	6 in		AWG #22 tinned bus wire		
	6 in		AWG #10 bare copper wire		For crystal pins
	3 in		RED/BLACK insulated wire		
	3	TP1, V-reg, Rx-Vcc	Header pins, 1 conductor		
			Optional (Not supplied with kit) parts for modifications		See manual appendices
		R5a	TBD, could be potentiometer		
		C33	TBD, approx. 560 pF		
		Filter switch	SPST miniature toggle		For Soup’er Up’er
		Fine Tuning	1K potentiometer Bourns series PV09, 25 mm shaft, ctr detent Bourns PTV09A-4225F-B102		For Soup’er Up’er Same physical size & type as R1

APPENDICES

A. Rotary Switch Options

In case the indexing key washer should slip out of place while working with the switch, the photo at right shows the correct position of the washer relative to the index post on the body of the switch.

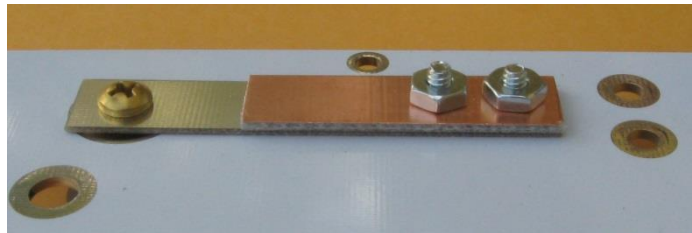
The shaft of the stock switch is a little too long to allow the selector knob to sit down close to the panel. It will not interfere with closing the lid of the recommended box, but if the appearance is not to your liking you can shorten the shaft. **Be sure to leave at least 1/4" of shaft remaining.** The best procedure is to hold or clamp the end of the shaft (so as to not apply stress to the switch body, and use a jeweler's saw, fine hacksaw, coping saw, or a band or scroll saw. Alternatively a cutoff disk in a Dremel tool could be used. It is even possible to use diagonal cutters, but don't try to make one clean cut through the shaft, best to nibble away until the desired length is attained. NA1MH's photo at right shows such a shortened shaft.



B. Key Stiffness

The spring lever of the built-in key is made of thin double-sided PCB stock. If the touch feels too light, a replacement lever can be fashioned from thicker (1/16") stock.

Alternatively, the stock lever can be retained, but a "helper spring" made from 1/16" PCB stock can be installed as shown in the photo. The length of the helper plate will determine how much stiffness is added.



C. Main Tuning Knob

The metal skirt around the base of the tuning knob may have some rough edges that could scratch the finish of the panel. Use a piece of emery paper on a flat hard surface to sand the edge until it is flush with the plastic undersurface of the knob. A washer made of felt might be fashioned to slip between the knob and the panel, to prevent scratching and to provide some extra friction for the dial action.

D. Routing wires to the main PCB for installations of mods or accessories.

Since there is room under the main PCB as installed in the recommended box, the possibility of adding accessories such as an audio filter, sidetone oscillator, keyer, *etc*, are certainly attractive. Several “wireways” – pre-drilled $\frac{1}{4}$ ” holes in the circuit board – have been provided to allow for passing wires from above and below the main board. The holes are isolated from the top and bottom ground planes.

E. Tuning Range

An easy way to change the tuning range is to change the value of R5. Smaller resistance will increase the range, while larger resistance will decrease it. The downside of increasing the range is that the tuning will become more non-linear – tuning faster at the lower end of the band. R5 should not be decreased below about 5 to 10 k or so.

A pair of pads, designated **R5a**, have been provided. They are shorted across with a thin trace on the bottom of the PCB that must be cut if **R5a** is to be used. Inserting extra resistance, or better still, a potentiometer, at **R5a** will move the bottom of the tuning range up in frequency, while leaving the upper end virtually unchanged. So if most of the use of the radio were going to be in the 7100 to 7125 kHz region, it could be spread out over nearly the full travel of the main tuning control. But the range could be easily restored to cover the lower part of the band.



A potentiometer at **R5a** does act rather like a fine tuning control, but its effect is greatest at the low end of the range, diminishing to no effect at all at the top end.

F. PCB footprints for optional additional components (not supplied in the kit)

Mounting pads and connection points have been provided for an additional potentiometer (of the same physical type as the others in the kit) and a miniature SPDT toggle switch. Adjacent to each are a set of pads that can be used to make wire connection to the parts.

Possible uses for the potentiometer could be a fine tuning control, a keyer speed control, a sidetone pitch or level control. Bourns 9 mm pots, series PTV09A, 25 mm shafts, will fit the footprint.

The SPDT switch could switch an audio filter in or out, or select resistors at R5a to change the tuning range. Marlin P Jones # 25010SW (ON-OFF-ON), or similar, fits the footprint.

On the underside of the front panel are centering marks to allow drilling a hole properly positioned for these optional parts.

A pair of pads are provided for an optional capacitor, **C33**, to be installed across the feedback resistor of the audio amplifier IC. A few hundred pF has been found to “mellow” the audio sound of the receiver. The larger the capacitance the more the highs are suppressed.

G. Crystal Spotting

Some builders may discover that the spotting feature does not suit their needs. The strong RF signal from the crystal oscillator, even when the final amplified stage is not in use, overloads the regenerative detector and pulls the detector to oscillate a frequency some kHz removed from the actual receive frequency as shown on the dial.

An outboard crystal spotting oscillator could be constructed. There is a description on the Bayou Jumper Yahoo Group of an example circuit.

Another method is to disconnect the antenna and connect the crystal across the antenna terminals. When the receiver is tuned across the crystal resonant frequency a “pop” or “thump” is heard in the receiver. The method is quite precise and allows setting the receiver within a few hundred Hz of the true crystal frequency.



To simplify this process the BNC antenna connector has been relocated close to one of the PC board mounting standoffs. Installing the 1/2” standoff (topped with with a 3/16” 6-32 screw) on top of the front panel, replacing one of the 3/8” 6-32 screws, allows an FT-243 sized crystal to be easily connected momentarily between the center pin of the BNC jack and the grounded standoff.

There is an MP3 recording posted on the BayouJumper Yahoo group site that demonstrates the sound of the receiver tuning past the crystal frequency.

H. Alternate Style Crystal Adapters

These adapters allow for a series trimmer capacitor and/or a series inductor to be added. The crystal is installed in the same manner as the originals but, if either the capacitor or inductor were to be added, cut the associated trace(s). The solder mask has been removed above those traces for better visibility.



The series capacitor will raise the frequency, while the series inductor will lower it. If both are used a somewhat wider range of adjustment may be attained.

I. Connection points for potential modification or additions

There are nineteen extra pads on the PC board that connect to strategic points in the circuit. These points have been selected because they may be useful for modifications or additions such as sidetone, audio filter, keyer, fine tuning, digital dial, etc.

Each point is identified on both the top and bottom silkscreens with a circle and an alphanumeric designator, as listed below. They are also identified on the schematics with the same designations.

A connects to the wiper of the main tuning potentiometer, R8
B connects to the cathode of the main tuning varactor diode, D3
TP1 connects to the Q2 end of the tickler winding for scope or counter

J7-1)
J7-3) these pads connect to the terminals of the optional potentiometer
J7-5)

J7-7 connects to the +12 V supply during both Tx and Rx operation
J7-9 connects to the +12 V supply during Rx operation only
J7-11 connects to the input resistor of the audio amplifier IC, U1
J7-13 connects to the internal key line
J7-15 connects to GND during Rx, is floating during Tx
J7-17 connects to the collector of the audio pre-amp transistor, Q3

J7-19)
J7-21) these pads connect to the terminals of the optional SPDT switch
J7-23)

J7-25 connects to the wiper of the volume control potentiometer, R6

KEYER-TIP) These pairs of pads can be used to connect the stereo key jack to a
KEYER-RING) keyer. Connect tip, ring, and sleeve from the jack to one pad of each
KEYER-GND) pair, then use wire leads from the other pads to the keyer circuit

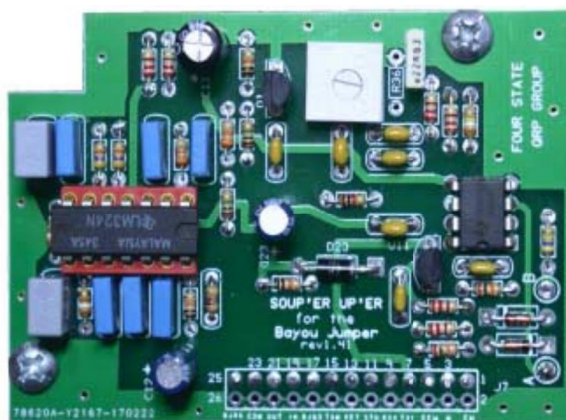
J. The NA1MH Soup'er Up'er Accessory

David Martin, NA1MH, has designed an add-on for the Bayou Jumper that provides a sidetone, a fine tuning control, and the NMØS HI-PER-MITE audio filter.

A small PC board is attached to standoffs under one corner of the main board and is connected to the main board using the connection points described in **Appendix I**, above. No trace cutting is required. Provisions for mounting a fine tuning potentiometer and filter IN/OUT switch have already

been made on the revA circuit board (see **Appendix F**) and the underside of the front panel is marked to locate the holes to be drilled to accommodate the extra controls.

Soup'er Up'er kits are available from the Four State QRP Group, and documentation is available for download.



NA1MH photo of beta version



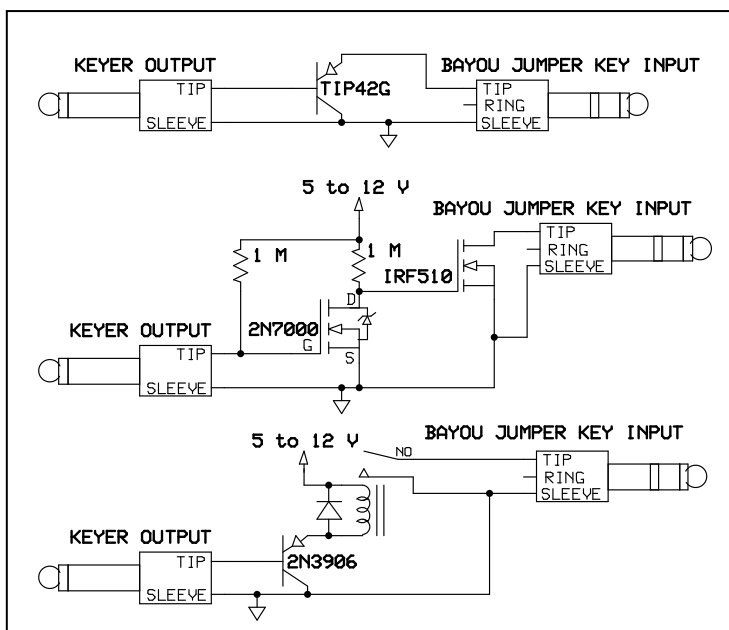
WØEB photo

K. Using a keyer

During transmit key-down intervals the keying current of the Bayou Jumper is about 750 mA, which will exceed the capability of many keyer output circuits. A robust PNP power transistor, a MOSFET power switch, or a relay, are called for.

In the special case of the Four State QRP Group's **EZ-Keyer**, the supplied BS170 output transistor could be replaced with a heftier MOSFET such as the IRF510.

Any one of the circuits at right, suggested by NMØS, could be used to interface between a conventional keyer and the Bayou Jumper.



L. Connecting external audio devices (amplifier, filter, etc)

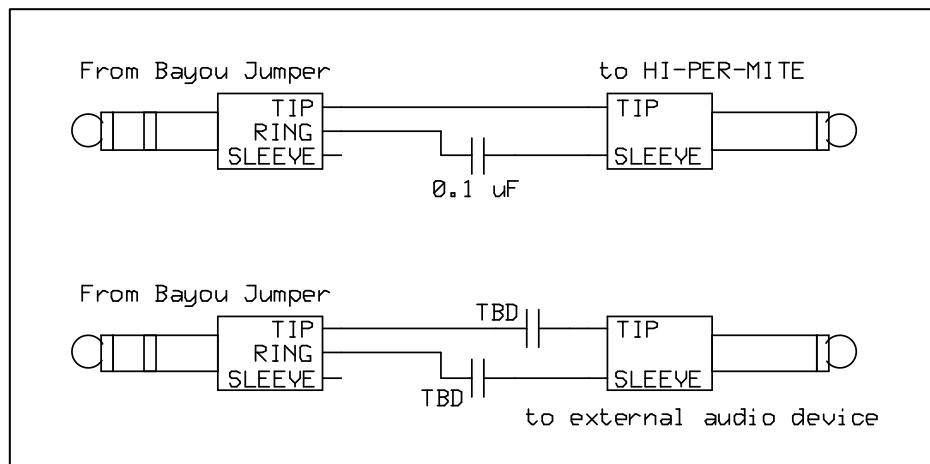
The Bayou Jumper's audio amplifier device (NJM2113) employs a differential output stage which is not referenced to the circuit ground. That is why only the tip and ring contacts of the stereo jack are connected, and the sleeve is left floating. This type circuit does not require the large series capacitor such as used with LM386 amplifiers, and as a result, the low frequency response of the audio stage is improved.

But since both outputs of the IC are internally biased at approximately half the supply voltage, connecting either output pin to circuit ground will produce a short circuit which will irretrievably damage the chip.

If you want to use an external amplifier, or external narrow band audio filter (such as a NEscaf or HI-PER-MITE) you must use a DC blocking capacitor in series with both the tip and ring connections. Check the schematic of your external device. A blocking capacitor may already be in place in the signal lead, so you would only need to add one in the common lead.

Since most of these devices have a relatively high input impedance, the capacitance does not need to be very large – you may be able to use a common 0.1 μF capacitor. If an electrolytic capacitor is used, the positive side should be connected to the tip and/or ring of the headphone jack.

The diagram below illustrates a proper connection to a HI-PER-MITE audio filter (top) or other generic active audio device (bottom).



[illegible]